

MURD'RING

MINISTERS

"Come, you spirits
That tend on mortal thoughts! unsex
me here,
And fill me from the crown to the toe
top full
Of direst cruelty; make thick my
blood . . .
And take my milk for gall, you murd'-
ring ministers."

Issue #67-68

STUFF

February 17, 1984

MURD'RING MINISTERS is a gamezine dedicated to the play of postal DIPLOMACY and MACHIAVELLI. It is published by that little old Main Minister, Ron Brown, 1528 El Sereno Pl., Bakersfield, CA 93304. The phone is (805) 834-8409. Subscriptions cost \$5.50/12 issues - 50¢/each if purchased in smaller increments. Thanks for your support.

Well, what do you know? Here it is, the oft-talked about, oft-postponed all-reading issue of MM. This is much earlier in the year than Feb. 17th, as I now sit typing. But there's a couple of things I wish to include in this issue that I figure in all likelihood, it will be this late before I actually have the time (and money) to get this published and on the way to you. Besides, this issue being a bit special, it will be a suitable vehicle for the announcement of tremendous import: the NIXON AWARD Winner for 1983! See the table of contents for the page bearing the winning nomination. So bear with me for awhile, while I take off on a long-delayed run-down of some happenings currently going on in the DIPLOMACY pbm hobby . . .

Unless you've been living on Mars lately, or else this is the only DipZine you receive, you have heard that Larry Peery, renowned publisher of XENOLOGIC, has made a most interesting proposition. Larry has proposed that a DipTax be instituted on all pbm games and tournament games of DIPLOMACY. The proposed "tax" would be \$1.00 for each player who is an original player in every game started up. All proceeds from the tax would be sent to the BNC or MNC and it would be the responsibility of each PBM pubber/GM or con host to collect the tax and transmit it to the BNC/MNC. Although it is a nice gesture to do something to get money to the hands of those who perform valuable hobby services, I really don't think that this is a good idea. As several other prominent Dippy publishers have pointed out, the Numbers Custodians, those running the Orphan Project, etc. don't seem to be in any serious financial bind rendering these services for the hobby. With Mike Mills' PDO auction raising a bit of money for these folks, donations, and monies collected from Cons, there shouldn't be a pressing need for more big bucks to make them go. I personally feel that the costs of pbm DIP as a hobby are quite high enough without eticking every player with an extra buck "tax" per game. One final comment I'd like to make about this business of monies for the hobby services: All the money generated by the annual DipCon tourney fees should be turned over to these service organizations. To my knowledge, this has just about always been the case until recently when the group sponsoring the last DipCon has yet to hand over the money to the DipCon Society for disbursement. In my own humble opinion, that group should NEVER again be allowed to host DipCon! (Isn't that the same group the infamous Glenn Overby is hooked up with?). 'Nuff said!

I mentioned the PDORA above, for the first time in these pages. The PDORA (Peoples' Diplomacy Organization Relief Auction) was organized and run by Mike Mills, publisher of EMHAIN MACHA. This auction featured items of interest to pbm Dippies with all proceeds going to hobby services, (the BNC, the MNC, The Zine Register, The NAVB/DIP.WORLD). The auction was a huge success! The PDO raised some \$300. This was such a success, that Mike will be putting another one together for 1984. If you have anything you think might be a potential collector's item (like a buger that Brux wiped on your refrigerator) or anything else of value (old zines, games, etc.) you would like to donate for a good cause, write to Mike Mills, 26 Laurel Dr., Sloatsburgh, NY 10974 and let him know!

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Speaking of hobby services, Dick Martin, 26 Orchard Way North, Rockville, MD 20854 has certainly been busy of late. He has completed the latest and up-to-date Hobby Census. If you would like a listing of everyone in the pbm DIPLOMACY world (North American, that is) you may send \$1.00 to Dick and he'll send you one! Included with all those names and addresses is a set of 1983 DIPLOMACY CENSUS STATISTICS done by Fred Davis, Jr., pubber of BUSHWACKER. For instance, did you know that almost one-sixth (16%) of all US Hobbyists now live in California? For one dollar you can have the address of nearly every DIP player in North America at your fingertips. It's a good value. Get one today!

Also by Dick and Julie (see address above) is a new project for Zine Publishers entitled HOUSE OF LORDS. It is a zine for, to, and by hobby DIP pubbers. You must either be one (or a GM) in order to receive it and the discussions therein are those that would for the most part, only interest those who publish or GM games. Some very interesting hobby concerns have been kicked around so far. Hope to see more of HOL. Keep up the good work, Dick!

On a bit of a negative note, I've heard that Francois Guerrier has resurfaced with his former zine PASSCHENDABLE. I must warn anybody reading this to stay away from him. In my opinion, the guy is a crook -- a rip-off artist. If you send him any money, don't expect to get it back . . . and don't hold your breath waiting for his zine to show up either. In case you have joined the hobby after Guerrier's previous publication was going strong, let me give you a brief history: Francois published P for a substantial time and did a good job. He even produced one massive issue (over 100 pgs?) that was really something. Right after that, a game I was in was an orphan (first from THE BEHOLDER, then to KOBOLD, then to P) and was picked up by Francois. He asked me to trade MM for P and I agreed as it was a reasonable deal. I sent about 6 months worth of issue to him without getting a P and my inquiries went unheeded. Then the word was put out that PASSCHENDABLE was folded up, from a couple of reliable Canadian publishers. About 6-7 months after his last issue, Francois published another issue of P which claimed his "fold" was just a funny hoax. Not many were amused. On this issue I got a note from Francois stating that he no longer was interested in trading for MM (don't forget since our "trade" had been in effect I had got one issue to the 6 or so I sent him) and that I needed to send him some money right away or I couldn't remain in the game. Well, I smelled a rat. So I sent in a final set of orders and resigned from the game. I never heard from him again, but was hardly surprised to hear that very soon after he had folded again. I believe his request for money was a real attempt at a rip-off and he knew at that time he wouldn't be publishing any more. So, that's the story. I'd ignore him if I were you. Maybe he'll go away (again).

As you noticed, last issue (#66) was about 1½ weeks late getting out. I really messed up in setting the deadline at Jan. 27, let me tell you! That was the weekend I was scheduled to attend the Stovall Sports Clinic in Anaheim. It was quite a weekend, I assure you. The clinic itself was really good and informative. Some of the speakers included Coach Hatfield (of the Air Force Academy formerly), the new Arkansas head coach replacing Lou Holtz, "Foge" Fassio of the University of Pittsburgh, and some other outstanding high school and junior college coaches. A good experience. The second night we were there (Sat.) the phone in the room rang. I was very surprised when I answered it to find Bill Hugh on the other end! Bill had called me at home and learned from my wife where I was. Since Anaheim isn't that far from where Bill lives, he wanted to know if my fellow coaches and myself would like to come over to his place and get plastered or play games or something. We were just on our way down to the Inn of Tomorrow where a large number of coaches were staying, and where a Coors truck full of free beer (arranged by the sponsor of the clinic) was going to be. I was going to call Bill back when we got back . . . but, well, we didn't make it back until pretty late! The Bakersfield College coaches had filled the bathtub in their room full of

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beer and about every kind of hard liquor was lined up on the sink. They called it their "hospitality room"! We took advantage of their hospitality and met and talked with other coaches - some local friends of ours and some guys we used to know who were now coaching in the LA area. Hours later we staggered back to our own motel room, which was right down the street so luckily we didn't have to drive! So, Bill, sorry for not getting back to you! Hope you understand. The result of all this activity, of course, was that I didn't even get to start working on the games until the following Monday after the deadline and then a flurry of things in-between that time and the eventual mailing of the zine on the 13th of this month. Hope nobody had a nervous breakdown waiting anxiously for their MM to show up . . .

Rod Walker has resumed publication of his former zine, EREHWON. This was one of the cornerstones of the pbm DIP hobby way back in the sixties and early seventies. Rod just sent out E #119 and I'm sure that this zine will once again stand out as one of the best Dippy zines. Now Rod has time to publish DIPLOMACY WORLD as well as EREHWON is beyond me - but Rod is one of the very best (if not the best) writer in the hobby today. I just signed up for a regular DIP game therein and am really looking forward to having Rod as a GM. If you would like to see a sample and/or subscribe, write to Rod Walker, 1273 Crest Dr., Encinitas, CA 92024. Subscriptions are 10/\$6.00.

Gary Coughlan and Steve Arnawoodian took a trip to Europe as travelling companions last October. Gary has just released a special edition of EUROPA EXPRESS (#A) which chronicles in great detail the adventures and (in Arnawoodian's case) misadventures in the ~~XXX~~ land across the sea. Gary and Steve got to experience a really unique European tour because of Gary's international connections through his zine. They got to stay in the homes of a number of European DIPLOMACY enthusiasts and learn much more about the individual's cultures by doing so. I'm sure that it was the trip of a lifetime and I am green with envy!! I was particularly enthralled by Gary's description of his visit to the site of the Battle of Waterloo. If I ever get the chance, I'll go there -- I'll bet I could spend two full days there easily just walking around where the actual struggle took place! If you would like to read of their journey and don't subscribe to EE, write to Gary Coughlan, 4614 Martha Cole Lane, Memphis, TN ~~38118~~ 38118 and ask him to start your subscription with his special issue #A. Sube to EE are . . . ?? Gary didn't list it on his special issue! I'm guessing they go for about \$6.00/10 issues and well worth it! This is one of those zines that everyone should sub to!!!

Bruce Linsey continues to amaze me with the ~~prodigious~~ volume of printed material he is continually churning out in his VOICE OF DOOM! His gala 4th Anniversary Issue hit 170 pages and is without doubt, the biggest single issue of a dipzine an editor has ever published. The letter column runs 46 pages with 47 different people contributing! Lots of good articles too. And then, about a week after this monstrosity brought my mailbox crashing to the earth with its ~~xxxx~~ huge, bulging burden, another VD appeared of over 30 pages! Is this guy a compulsive writer? Is he a compulsive publisher? Is he just plain crazy? Find out for yourself by writing to Bruce Linsey, 73 Ashuelot St., Apt. 3, Dalton, MA 01226 for a sample. Sube are 10/\$5.00. A steal.

The CDO (Canadian Diplomacy Organization) has a new Orphan's Placement Officer: Dandy Dave Carter! Although it is hopefully an office he won't have to do anything for awhile, it's nice to know this important job is held by someone as reliable as Mr. Carter!

The International Diplomacy Hall of Fame Election is over for another year. Nominated were Peter Birks (UK), John Boardman (NY), Allan B. Calhmer (IL), Fred Davie Jr. (MD), Walter Luc Haas (SWITZ), John Leeder (ALBERTA, CAN), John Marsden (UK), John Moot (MASS.), Bob Sergeant (IN), Richard Sharp (UK), Randolph Smyth (ALBERTA), Don Turnbull (UK), and Rod Walker (CA). An 11 person election committee voted on these nominees,

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with a requirement that a nominee must be listed on at least 75% of the ballots to be elected. (The same as for the Baseball Hall of Fame). Four persons were thus selected: John Boardman, founding father of postal DIPLOMACY; Allan Calhamer, designer of the game of DIPLOMACY; Rod Walker, publisher of DIPLOMACY WORLD, author of GAMER'S GUIDE TO DIPLOMACY, and much more; and Fred Davis Jr., publisher of BUSHWACKER and premier Variant expert par excellence! Congratulations to these 4 worthy inductees!! And thanks to Fred's BUSH Feb. '84 issue for the information!

Is it true that Conrad von Metzke will return to the postal hobby, perhaps even publishing a zine again??

By the way, mentioning BUSHWACKER (above), Fred will be marking his 12th(!) anniversary of publishing with his March issue. Quite a feat, publishing that long and that steadily. If you are interested in learning more about DIPLOMACY variants, B is definitely worth looking into. Write to Fred Davis Jr., 1427 Clairidge Rd., Baltimore, MD 21207 for a sample.

Scott Hanson has announced his intention to fold IRKSOME sometime this year, no later than the end of 1984. This is too bad; I've always liked IRK. So all of you readers of IRKSOME better enjoy it while you can.

The Winter 1983 edition of EVERYTHING has been out for awhile now. EVERYTHING is the official publication of the Boardman Number Custodian who is Kathy Byrne, 160-02 43rd Ave., Flushing, NY 11358 and is published by Bill Quinn, 301 Conroe Dr., Conroe, TX 77301. Normal issues cost 75¢ each with an occasional \$1 issue and is published every quarter. It contains all the official end game stats for recently completed DIP games as well as notices of all new starts and starting lineups. The serious DIPLOMACY fan really should be receiving this for all the valuable info it contains. Kathy has put out: . . . (uh, let me rephrase that!) . . . Kathy has published a plea for information on the following games: 78N ARRAKIS - Haywar; 78X, 78CH, 78FA, 78HC - CLAW & FANG (various GM's); 78B, 78D CUM GRANO SALIS - Parkany; 78KB GENERAL STAB - Dumas; 78Kn LE FRONT - Oaklyn; 78AM MASTER MACHIAVELLIAN - Kershaw; 78AI, 78CY, 78KF - MIXUMAXU GAZETTE - Lipton; 78FE NON SEQUITUR - Jarvinen; 78CV, 78IQ PINK DRAGON - Van Caem & Palter respectively; 78HI PDDUNK NEWS - Hartwig; 78HX RURITANIA - Watson; 78HM STRATOSPHERE - Fabry; 78HB SUICIDE - Cook; 78FH VANGUARD - Hill; 78AL, 78AD, 78CK WARMONGER - various GM's; 79AH AGAINST THE ODDS - Regee; 79CH ARRAKIS - Head; 79Q BROUHAHA - White; 79X, 79CX CLAW & FANG - McMillie & Lowenstern; 79AJ, 79AM, 79AY THE DIPLOMAT - ?; 79CC, 79KJ THE GENERAL STAB - Dumas; 79CY, 79II HAVOC - Gottesman; 79J, 79P LIES, DECEIT, & NEFARIOUS SCHEMES - Jones; 79AQ PASSCHENDAELE - Guerrier; 79I WARMONGER - Rowland; 80HU BLACK FROG - Masters; 80AI G.A.B. - LaBreche; 80AA CLAW & FANG - Horton; 80LG GREGORY DICK - Dick; 80IQ INVASION - Schnier; 80HN TOUCHE - Lazaro; 80CP LE FRONT - Oaklyn; 80LD PLAGUE TIMES - Bates; 80H RURITANIA - Watson; 80LG, 80LH; 80LI, 80LJ, 80LK TEL AMIFAR JOURNAL - Stewart; 80MT TETRACUSPID - Blasland; 80KF - Tyler; 81CB - Dick; 81IW, 81IY FIELD OF FIRE - Fry; 81KG LE FRONT - Stafford; 81CA PLAGUE TIMES - Bates; 81M WHITE DUKE - Shaddix; and 81HB XEROX INTERNET - Woods. If you have any information on the above games, please contact Kathy and let her know! I'm surprised that there are so many zines on this list that I've never heard of before! Also there are quite a few that were strong zines in their hey-day back when I first was getting into this crazy hobby. It's impossible not to get a bit nostalgic looking over this list and seeing some of the names thereon! I can give you a bit of info on two of these games, Kathy. 1978HB SUICIDE - Andy Cook (S-16) was orphaned when Andy's SUICIDE folded up. Jerry Jones was going to pick it up in his "THE BLACK SHEEP" an orphan game subzine to LDANS but no one ever sent him the info needed to get the game going again. I think only 2 players were left active in it at the time it was orphaned, and it just never got rolling again. Consider it a dead and abandoned game. 1980 HN TOUCHE - Ramon Lazaro I resigned

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from this one with a one center Turkey. A guy named Tom Schulz won with Austria but I don't have any stats or addresses on this one. Oh, and 1980HU BLACK FROG - GM: Jack Masters; I came into this one in 1905 as a standby and I'm not sure what happened to it. I was under the impression that it ended in a two-way draw between Steve Langley (Italy) and Joe Gallagher (France). Steve probably knows about this one. If you know the fate of any of the others, please let Kathy know.

Included in this issue's list of winners of recent DIP games are MM readers Steve "Woody" Arnawoodian who won 1980F with Italy(!), Mark Larzelere who won 1980LR as England, Kathy Byrne who won 1981Q as France, and your very own little old main minister, me, won 1980KJ as France. Congratulations to all of the above!

A reminder to all of you who are playing in games in MM: Please include the following information on your orders sheet: The date you are mailing the orders; the Boardman Number of your game; your country's name; the season they are for; and (please?) sign them! I'm amazed by the large number of players who do not follow these simple guidelines. It usually isn't hard for me to figure them out, but if an error does take place, remember it is you who will be held to blame, not me. It would also be appreciated if you are in multiple games to send your orders for each game on separate sheets of paper. You could easily get NMR'd if I don't realize you have more than one set of orders on a single sheet of paper. And finally, if you send in conditional orders, please label one set "In all other cases". If you don't, and your conditions are not met although you sent 6 sets of orders, then I will use the FIRST set given. OK, you've all been warned . . .

THIRTY MILES OF BAD ROAD is still being published by Mark A. Luedi, PO Box 2424, Bloomington, IN 47402. It is a digest-sized zine, with the print not reduced to the point of needing a microscope to decipher it like some, and very clear and neat. There are games, articles, a subzine by Jim Williams entitled STRAIGHT FROM THE DIMMER'S MOUTH, a letter column, and other good stuff. Subs cost 10/\$5.00. He has some games available, some outside the zine on 2 week deadlines, a variant or two, and probably a bourse. The gamefees are a little steep for the 2-week games (\$10 + \$6 NMR Deposit) but check out the zine first and then decide about playing. This looks like one that will be around for awhile.

Scott Hanson is once again conducting the FRESHMAN ZINE POLL. He would like for us all to rate the new zines of 1983 on a scale from 0-10 and send it to him. New DIPLOMACY zines which appeared in 1983 include: CATHY'S RAMBLINGS, MIDLIFE CRISIS, HOUSE OF LORDS, POLITESSE, RAGING MAIN, 30 MILES OF BAD ROAD, HAI JIKAI, DIJAGH, BATTLE STATIONS, WHISMARK DIP-PRESS, OLNIFIQUE, EMBASSY ROW, THE DIPLOMAT, THE ENDS JUSTIFY THE MEANS, WHO CARES?, MANIFEST DESTINY, FESTUNGS HOF, BERSAGLIERI. Send your vote to Scott Hanson, 233 Oak Grove #306, Minneapolis, MN 55403. The deadline is March 14th, so hurry!

Although much publicized in other quarters, I haven't had time/room until now to list the results of the 1983 Marco Poll. The Marco Poll is conducted each year by the pubber of APPALLING GREED, Mark Larzelere. The results for 1983's BEST ZINE was:

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|-------------------------------------|-------------------------------------|----------------------------------|
| 1. <u>EUROPA EXPRESS</u> (169) | 10. <u>MAGUS</u> (44) | 19. <u>MANIFEST DESTINY</u> (29) |
| 2. <u>VOICE OF DOOM</u> (94) | 11. <u>COAT OF ARMS</u> (43) | 20. <u>ANDUIN</u> (29) |
| 3. <u>WHITESTONIA</u> (90) | 12. <u>DIP DIGEST</u> (42) | 21. <u>RAGING MAIN</u> (24) |
| 4. <u>DIPLOMACY WORLD</u> (71) | 13. <u>IRKSOME</u> (42) | 22. <u>LIFE OF MONTY</u> (24) |
| 5. <u>APPALLING GREED</u> (60) | 14. <u>NORTH SEALTH</u> (37) | 23. <u>ENVOY</u> (23) |
| 6. <u>SLEEPLESS KNIGHTS</u> (50) | 15. <u>MURD'RING MINISTERS</u> (34) | 24. <u>MIDLIFE CRISIS</u> (22) |
| 7. <u>SNAFU</u> (48) | 16. <u>NO FIXED ADDRESS</u> (33) | 25. <u>CHEESECAKE</u> (16) |
| 8. <u>30 MILES OF BAD ROAD</u> (45) | 17. <u>THE PRINCE</u> (32) | 26. <u>POLITESSE</u> (14) |
| 9. <u>RETALIATION</u> (45) | 18. <u>GIVE ME A WEAPON</u> (29) | 27. <u>EMHAIN MACHA</u> (13) |

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YET STILL EVEN SOME MORE STUFF

This is a pretty accurate reflection of today's best zines, in my opinion. There are some of these I don't get, but of these 27 listed I regularly receive 15 and have seen at least one issue of 10 others. EE And VD are clearly the two top zines in existence. Bruce Linsey publishes huge amounts of stuff - some of it extremely well done and has a tremendous amount of reader response to his efforts. Gary Coughlan's EE doesn't publish quite the volume Bruce does (but then who else does? those living in padded cells notwithstanding!) but it seems to me that everything you find in it is of extremely high quality. I'm happy that MM made it into the top 20 - considering the smaller size and more erratic scheduling I've had the past 1 1/2 years, I'm very pleased. It will be interesting to see how many of these "Top 27" will still be around a year from now. The Poll also rated top subzines . . .

- | | |
|-------------------------------------|--|
| 1. <u>MOS RISLEY SPACEPORT</u> (96) | 5. <u>FIAT BELLUM</u> (15) |
| 2. <u>KATHY'S KORNER</u> (54) | 6. <u>BENZENE</u> (13) |
| 3. <u>EXPLETIVE DELETED</u> (26) | 7. <u>STARIGHT FROM THE DIMMER'S MOUTH</u> |
| 4. <u>HUMBOLDT</u> (15) | |

Also rated was best GM:

- | | | |
|------------------------|--------------------------|--------------------------|
| 1. Gary Coughlan (62) | 7. John Daly (32) | 13. Scott Hanson (20) |
| 2. Andy Lischett (60) | 8. John Boardman (31) | 14. Roy Hsnricks (20) |
| 3. Mark Larzelere (54) | 9. Doug Beyerlein (28) | 15. Keith Sessler (18) |
| 4. Jim Meinel (41) | 10. John Caruso (24) | 16. Ron Brown (CAN) (17) |
| 5. Bruce Linsey (36) | 11. Mark Luedi (21) | 17. Steve Hutton (15) |
| 6. Ron (MM) Brown (34) | 12. Paul Rautenberg (20) | |

A total of 73 people voted in the poll. This marks the 3rd such Marco Poll. If you are looking for a good, dependable GM with which to start a new game, just about any of the above are proven and reliable. Congrats to those who showed well on this Poll, and thanks to Mark Larzelere for conducting it!

Well, that's about all of this I can think of at the moment. Anything else that pops up will get stuck in the WRAP-UP on the last page. Last issue I put at the top of page 1, see GAME OPENINGS for details or some such and then ran out of room! So now, without further ado, is . . .

GAME OPENINGS

REGULAR DIPLOMACY - I have an opening for one regular game of DIP. As of this moment no one is signed up for it. Several have said "put me down for you next opening" but haven't seen any gamefess show up yet. I'm not taking reservations any more as there are a couple of games going on here that are past 1902 and I'm still waiting (hopsing?) for the gamefee to materialize. Therefore, the seven spots in this one will go to the first 7 PAID players. You must maintain a subscription to MM and pay a \$6.00 gamefee plus a refundable \$3.00 NMR Deposit. Preferences lists are accepted and the game will feature Gray Press. Anyone want in?

MURD'RING MINISTERS STANLEY LIST OF PLAYERS

Regular DIPLOMACY - Dan Gorham, Ken Hager, Jim Gray, Jim Bumpas, Al Rodriguez, Bill Hugh, Ron Kelly, Steve Arnawoodian, Mike Coburn, Stan Johnson, Paul Gardner, Phil Lahue, and Ron Galicia. Any others??

MACHIAVELLI - None! My only two standbys have taken over positions in the game. Anyone else willing to standby for this game? Pretty please?

WHY DO YOU PLAY DIP -- TO HAVE WINS, DRAWS, OR FUN?

by
Ye Olde Main Minister

The following brief Endgame Statement for 1980D by the Russian player Eric Kirchner (published in BRUTUS BULLETIN #94, July '81, published by John Michalski), brings to oight arguments that are as old as the game itself.

ENDGAME STATEMENT - 1980D - Eric Kirchner - Ruseia - OUT F'17

Rsregretful congratulations to Kerry and Mark for their draw. Rather than the usual blow-by-blow critique, I have some comments which ought to fit in nicely with John's "philosophy of the game" series.

Almost everyone will agree that ths safest way to play DIP is to find a loyal ally, and the two of you stick together through thick and thin, never once considering a stab. By doing this you reduce the diplomatic factor in the game to nsar zero; that is, YOUR major choice is made. All that remains ie tactics as you roll over other squabbling powers. I realize that this is a bit simplistic, but it is basically correct.

Ask yourself: ie this what I want out of DIPLOMACY? The excitement of DIP ie NOT knowing whose on whose side, not knowing who one's enemies are, NOT being sure which way to jump. With a permanent alliance, you have changed DIPLOMACY into a straight wargame. You might as wsl play BATTLE OF THE BULGE.

Admit it, Kerry & Mark, for the last 7 years of this game all you did was plan tactics: E/G versus the "little three". The result was obvious, barring NMRs or stabs, and you two were so solidly allied you weren't going to stab. Was it fun? Was it what you paid your gamefee for? Or was it boring for you, as it was for me? Who carse about rankings and reputations? This isn't chess, it's DIPLOMACY. It's wheeling and dealing, lying, cheating, stealing, backstabbing, deceit, and evil schemes. Not tactics alone. Not 1914 all over again. Think about it.

Do you play for the thrill of victory? Or the thrill of seeing your name high on the list of a rating system? Do you prefer to find onw solid ally and then stick to it forever, ending the game in a 2-way draw? Or do you play this game utilizing all the "whesling and dealing, lying, cheating, stealing, backstabbing, deceit, and evil schemes" you are capable of concocting? (The Mazzerman style, as it wsre). My contention is that the first and the last are much the same -- and the way you should approach the game.

I think the purpose of any game is to try and win it. You take your football team to the stadium to try our hardest to come off the field a winner; you don't put 'em on the field and say stuff like, "OK, guye, let's go tie this one for ths Gipper!" or some such. The same should be the case in DIPLOMACY. When you order your fleets and armies it should be to position them in such a way it helps you to win the game. And all your "evil schemes" should be to this end.

One final etatement needs to be made about winning. Whereas I feel everybody should begin the game with this goal in mind, everyone must realize they only have a one in seven chance of actually doing so. Therefore, one definitely should not enter a game of DIP with a "win or else" philosophy. If the game is no fun for you unless you win, you ought to find another game. DIP should be great fun for all 7 players -- win or lose! (Or draw!)

* * * * *

"Roses have thorns, and silver fountains
mud;
Clouds and eclipses stain both moon
and sun,
And loathsome canker lives in sweetest
bud.
All men make faults."

SONNET 35, l. 2.

THE "ENGLISH DEFENCE" OPENING FOR
FRANCE
by
Ron Brown

Although Richard Sharp in his book THE GAME OF DIPLOMACY doesn't care much for it, the "English Defence" opening for France (A Par-Gas; A Mar-Spa; F Bre-Eng) is one that is gaining in popularity. I know that in my last two games as France I used it and enjoyed the results and I've seen other players also using it this past year or so -- usually with very good results.

Why is this opening an effective one? It serves several purposes yet it does require some good, sound, initial diplomacy on the player's part.

One purpose served is that it guards the Channel from an opening English attack. If England is opening with the (very) anti-French F Lon-Eng; F Edi-Nth; A Lpl-Wal; the move F Bre-Eng stops it cold before it gets a chance to cause any harm.

And if England doesn't attack you, doesn't your move to the Channel constitute an attack on him? Not necessarily. You can (or should be able to) persuade England that your move is merely a defensive maneuver. You aren't attacking him with only one fleet! Where's the army to convoy into England? If you were really attacking him in earnest, there would certainly be an army ready for the convoy onto British soil. You can usually placate the Brit by informing him F Bre-Eng was a defensive move with the secondary objective of giving you a say in the ownership of Belgium.

A "say" may mean ownership of Belgium for yourself, supporting Germany in, supporting England in, or, if you are so inclined and think it will work, moving F Eng-Lon in the Fall! By sending the two armies south to capture the two neutral centers Spain and Portugal, you assure yourself of these two builds while antagonizing no one. The fleet in the English Channel gives you the opportunity to take three centers in 1901, having a shot at either London or Belgium.

Most Italians won't open directly against France (if they have any intelligence that is), but will remain neutral or attack Austria. If Italy does happen to open to Piedmont, you are in position to block an attack on Marseilles with either army!

If this opening appeals to you, it will require a bit of pre-game diplomacy on your part. Although your move to the Channel is still obviously strong if England is moving there, it is even better if F London opens to the Nth Sea. Therefore, you should agree to a de-militarized English Channel. You can always explain it away after Spring 1901 is published. You don't really want to see an Italian Army in Piedmont so a little diplomacy in this direction is to your advantage. But by far the most important aspect of your initial diplomacy is to communicate effectively with Germany. A move of A Mun-Bur by the Kaiser will most certainly put a damper on this opening. Luckily, when you tell the German of your plans to go swimming in the Channel, he will usually not want to divert your attention from such an "anti-English" beginning. Start by mentioning how you may be able to support him into the Nth Sea in Fall 1901 or in 1902 and you will probably have gained an ally.

Well, these are just some of the possibilities which occur when this opening is used. I used it in 1980KJ and 1983N. Dan Stafford in 1982HZ. Jerry Lucas in 1983AY. I think all of these French positions have done/are doing quite well. Check for yourself and make your own decision.

Good luck, and happy hopping little Froggy!

"O! that this too too solid flesh would
melt,

Thaw and resolve itself into a dew;
Or that the Everlasting had not fix'd
His canon 'gainst self-slaughter! O

God! O God!

How weary, stale, flat, and unprofitable
Seem to me all the uses of this world.

COLONEL LIPSCOMB LOOKS AT DIPLOMACY DEVIATES

by

Col. Jamee V. Lipscomb

((This article first appeared in BLACK FROG #49, Oct. 12, 1981.))

When last you heard from me, Col. James V. Lipscomb, I was about to embark on a vacation in Rio de Janero accompanied by the wife of none other than the infamous Dr. Alfred P. Giddinge. I am happy to say that we soon tired of each other's company and she returned to the doctor who was none the wiser. We were gone a little over three weeks which she explained by telling him she had been doing the laundry. Being absorbed in what you people call "zine" and "orders", Al accepted the explanation without question.

Which prompted me to begin contemplating just what it is about this unique sub-culture that turns you formerly human beings into such weirdos.

Although not, and I repeat not, a DIPLOMACY player myself, I have unfortunately been exposed to it in increasing doses over the last couple of years and have formed what I believe to be a very accurate picture of the average "zine fiend" from surveys and experiments I have recently conducted. Below are some of my less offensive findings.

- 1) Average height: 5'3". He must be short, because if he were taller he could spend the time in more masculine activities, e.g. - seducing women.
- 2) Weight: 90-110 lbs. or 367-794 lbs. None in between. The DIPLOMACY player must either be a "skinny little wimp" or a slovenly "Good-year Blimp". Again, were this not true, he would have better success with members of the opposite sex.
- 3) Hair: Very thin, if not bald. (See numbers 1 & 2 for explanation).
- 4) Eyes: Color is not important here, but all DIPLOMACY players are found to have a very glazed, "starving puppy" look in their eyes while they plot against the other players and vicariously live out their fantasies of being men.
- 5) Build: Very frail boned. This includes the heavy-weight class mentioned in #2. These poor unfortunates barely have enough strength to lick their monthly order envelope or move the oute little "fleet" pieces.
- 6) Complexions: Ninety-eight percent were found suffering from acute acne. The other two percent were found to have pock scars covering their bodies.

There are also many personality traits and characteristics which were found common in DIPLOMACY players, some of which I have listed below. Once again, I have left out those that would have been offensive or possibly hurt the feelings of DIPLOMACY players.

- 1) Smells bad.
- 2) Has sexual fantasies that involve only himself.
- 3) Lives out his sexual fantasies, five, six times a day.
- 4) Picks his nose in public. (Yes, I'm afraid that is where they go afterward.)
- 5) Wears women's clothes when alone.
- 6) Was extremely depressed when "DISCO" began to decline.
- 7) Is curious about rapes in prison.
- 8) Loves to kiss old ladies.
- 9) Is extremely fond of cocker-spaniels.
- 10) Wonders what a "half-cocker spaniel, half-DIPLOMACY player puppy would look like.
- 11) Is over-sensitive to criticism.

My surveys also proved that the DIPLOMACY players had common heroes. Below is a list of the ten most admired men and women by DIPLOMACY players.

((Con'd on next pg.))

* * * * *

"Young in limbs, in judgment old."

THE MERCHANT OF VENICE II, vii, 71.

COL. LIPSCOMB LOOKS AT DIPLOMACY DEVIATES

- 1) Larry Storch
- 2) Regis Philbin
- 3) Adolph Hitler
- 4) Idi Amin
- 5) Napoleon
- 6) Julius Caesar
- 7) Caesar Romero
- 8) Don Knotts
- 9) Minnie Pearl
- 10) Richard Nixon

Next are the ten people most hated by the world of DIPLOMACY. Psychological testing proved that this hatred was rooted in jealousy.

- 1) Col. James V. Lipscomb
- 2) Arnold Schwarzenegger
- 3) Clint Eastwood
- 4) Burt Reynolds
- 5) Bruce Jenner
- 6) Joe Namath
- 7) Ernest Hemingway
- 8) Farrah Fawcett (oh, they would teach her the meaning of the word RESPECT.)
- 9) Don Ho
- 10) Sluggo

Note: Most DIPLOMACY players expressed malice toward anyone who had ever made love to a member of the opposite sex.

Finally, the people that these little power mad brats most closely identify with:

- 1) Mr. Bill
- 2) Kermit the Frog
- 3) Mickey Mouse (That is Mickey, not Mighty)
- 4) Tony Randall
- 5) All English Fops
- 6) All small people who've been in prison
- 7) Gumby
- 8) James at 17
- 9) Loeb
- 10) Leopold

That concludes my findings at this point. I certainly hope it may be of benefit to all of you in understanding your short comings and exactly why you don't seem to "measure-up". Anyone wishing further information or wanting to comment should address me as "Sir" and write or call:

Col. James V. Lipscomb
1728 Pawhuska
Enid, OK 73701
(405) 234-4183

P.S. - Do not call me Jim. You are not my friends.

"Every way makes my gain."

OTHELLO V, 1, 14.

JACK SCRUBY'S TIPS FOR WARGAMERS

by
Jack Scruby

((This article was printed up and handed out gratis at the now defunct Wargamers West Convention in Fresno. This group used to put on a great convention--it's too bad it didn't get the attendance it deserved and didn't last long. Jack Scruby is a long-time wargamer, he owns the SOLDIER FACTORY in Cambria, CA, and is one of the miniatures wargaming hobby's real pioneers. This article is for those of you, like myself, who also enjoy battle fought with miniatures. Many things also apply to DIPLOMACY, and other wargames in general. There's some good advice from one of the deans in the field . . . - RB))

Back in the "old days" of war games I was once called the "Dean of American war gamers" by someone. This should give me some right, then, to give out free advice to younger players on how to play the games, much as a college professor would teach his class. The difference, however, is that there is no textbook on playing battles with miniature soldiers, and so most learning in this hobby of ours has to be by experience. If this be true, then, I am "experienced" indeed, having played hundreds of games, in many periods of military history, against a great variety of opponents of all types.

There are certain fundamentals in playing a war game - and of course I am speaking here only of war games fought with model soldiers, as I have not fought board games and know little about them.

FIRST - One must remember the war game is a GAME, and not war. War is interesting to read about, but it is and always has been stupid and a poor way of solving problems. Therefore, the first thing to do in war gaming, is to throw out of your mind all the history you have read and make no attempt to try tactics as fought by historic generals. Only occasionally was there a smart military leader - most as you well know had little between the ears and seemed to learn less the more they campaigned! The few "great generals" of history never had to fight too hard to beat their opposition, and the same can be said of "table top generals" who use their heads and who use fresh ideas, rather than worn out ones written by the great(?) military tacticians of history.

I have all the books on war by M. Jomini, Frederick the Great and others, and I have yet to really see any of their basic statements regarding war as ever useful in fighting a war game with model soldiers! I'm sure many of the "historians" are going to gnash their teeth at my statements, but I'm always happy to take on a "historic war gamer", who is steeped in military history and reading, since I know this will be an easy "fight" on the table top. What is tough is to take on a man who "plays" the war game as a competitive game, not as a historic review of what occurred at a particular period of history, because that kind of an opponent is going to come up with something new - yet legal within the rules - that is going to give you a real run for your money!

This is not to say that the study of military history should be ignored. Far from it, because this aspect of our hobby is fascinating, and the knowledge of weapons capability (as placed into your war game rules), tactics, maneuvers, uniforms, organizations, etc. are a most important background to the entire feeling of this hobby. Without this interest in military history, you probably will never be a good wargamer since your "heart" won't be in it. I have seen hundreds of people get into this hobby in my time, and most of them don't last long at it, simply because they lack the background necessary to keep up their interest.

SECOND - To be a good war game player YOU MUST KNOW THE RULES of the game you are playing. The man who KNOWS the rules of a war game will beat the man who doesn't every time. Granted, many of our war games rules are not "written" down in full, but it should be assumed that once a player has fought in a couple of war games of a certain period, within a certain war game club, he should know all the basics of that particular game. If he doesn't, and he wants to give a good account of himself in the next game, it behooves him to talk with someone who knows the rules, so that he can learn them.

((Con'd next pg.))

JACK SCRUBY'S TIPS FOR WARGAMERS (Con'd)

One reason over the years I hated to play against opponents from outside my group is the fact that they did not know my rules, and therefore it was never going to be a satisfactory game, since they did not have a chance. On the other hand, I'll never forget Bob Cory who came out from Illinois many years ago to fight me. He had prepared himself thoroughly on my rules (at that time we were fighting my "Fire and Charge" rules book 100%), and he smashed me completely in two of the most exciting games I've ever been in!

So, I can assure you, you'll "fight" better if you know the rules being used. And at the same time, if everyone knows the rules, you'll also save the endless arguing that ruins so many games. ((Amen!)) I have found - especially in games where many players are involved - that the noisiest people, who are always protesting the rules, are those who don't know them, and as a consequence are getting slaughtered!

THIRD - Most good war game players I have fought actually act as though they themselves were in the front line leading their miniature troops, rather than standing over the table top like some glorious general overlooking the battle from Olympian heights. In my case I actually "sweat" every stand of soldiers, and before I finish moving my troops, I KNOW every single stand of men are in the best position possible to live through the combat section of the game move! Many times I have watched an opponent leave stands of men exposed to danger simply because they don't watch EACH STAND as though it was a group of living men! If I see such exposure, I am going to jump those stands with something - cavalry, muskets, or cannons - and destroy them. That's the way war games are won my friend. You watch to see that you make no mistakes, and when you see your opponent make one, you pounce like a hawk on him! And the attention to each and every stand - how they are positioned - how they are supported - is the way to victory.

You might think this careful attention to each stand would slow down a war game, but I don't think this is true - at least in my own case. After you've practiced this theory in many battles, it becomes instinctive and you move your stands as fast as anyone, BUT you leave them unexposed or supported automatically without even thinking about it. Once in awhile I get caught - but not too often, and I can almost see in my own mind when I place a stand in a certain position whether it will be endangered by enemy action (or reaction, depending on the game movement going on). I can name a few gamers who have learned this important lesson the hard way at my war game table in Cambria, and those who learned are among the better players, believe me!

FOURTH - Forget your Victories, and concentrate on your Lost Games! This is a simple maxim of life, as well as war games. When you lose a battle, it's because somewhere along the line you made a bad mistake, and it is THIS MISTAKE that you want to remember, not HOW you might have won a battle. War gaming success is made up of experiencing a lot of losses on the table top, and learning from each loss, and NEVER REPEATING that mistake again in battle! One of the best war gamers in the San Joaquin Valley is Mike Frank of Visalia, and the reason he is so good is that he remembers to this day every single game that he ever lost, and the reason he lost it. And he never made the same mistake again. I have fought Mike Frank since he was around 19 years old, and I believe he can tell me today the reason I might have won any given battle against him back to the first one! (And I never did beat that guy very much either!)

Few people are as thorough as Mike is about this. In fact several people I have played repeat the same mistakes in several games, and if they do this against any kind of a good war game player, they are going to go down in defeat again.

FIFTH - This aspect of war gaming gets more into the "rules" than as a basic factor in good gaming. Fifteen years ago war games had no "Morale Factors" to contend with. Today, the morale factor is of greater and greater importance in most rules, and in some rules you even get into "national" aspects of soldiers, etc.

In the old games, all you needed was a strong fire line, or a heavy melee force to kill your enemy with. Today, you don't do all that much killing - most war game

((Con'd next pg.))

JACK SCRUBY'S TIPS FOR WARGAMERS (Con'd)

decisions are made by driving off your opponent's troops, or pushing down their "Morale values" lower than yours so that they dare not attack you unless with overwhelming odds. In my own games, morale is now of utmost importance - whether Napoleonic, Civil War, or what have you. Thus, a basic concept of combat in war gaming is not that you win each fire fight or melee, but that you win the Morale judgement that follows the combat actions.

To do this, you must KNOW YOUR TROOPS, right down to the last man. Normally in war games, you have elite troops, regulars, militia, or some such breakup of combat values. So it is vitally important that you maneuver your troops into a position where at any particular critical combat action, you are going to wind up with the strongest "morale" force. The only way you can successfully do this is to KNOW what troops are where, and what their morale value is worth in any given combat situation. Believe me, if you don't have a morale advantage, don't get into a combat situation, or you're going to get creamed, your men will be driven back, a gap is opened in your line, and generally the victorious enemy troops are smashing forward and cannot be contained!

So, if you're fighting any battle where there are different "types" of troops, make certain you know who are good troops, and who are only fair troops under your command.

SIXTH - And this brings up a final aspect of beginning war gamers, that I have seen carried over even by more experienced war gamers. And that is "string out an attack". This means, you never really gather up your troops into a massive attack force, but send in a stand here and a stand there without waiting until you have built up a force that is strong, that has support, that has a chance to win the "morale judgement". I've watched so many war gamers march out of their side of the table in nice beautiful columns, then deploy several stands and begin an attack, bringing up the column behind and deploying out new stands as the front ones are whittled away by the opponent! Better to set up a "start line" on your side of the table, out of "danger range" of opponents muskets, deploy your men into strong fire lines, with proper support, THEN begin the assault, so you take some losses as you move in because you are not as close as you would be "stringing out your troops". The fact is you're certain to be defeated stringing them out, and you stand a good chance of carrying the position with a properly designed assault force. And losses will probably be about the same in either event.

There are, of course, many other "laws" of wargaming that can be learned from experience, or from playing or listening to an experienced player. The best bet is to just keep playing the game, learn and absorb all you can, study your rules until you know them backward and forward, and let the more experienced players teach you as best they can. It's a lot of fun, and should keep down the arguing that so often spoils our hobby.

* * * * *

READERS' RHETORICAL REPLIES

((from John Caruso))

Ron,

Here are 2 pictures you may appreciate from the recent ByrneCon. The one is Kathy standing on a chair, as she presented the Nixon Award to Mike Mazzer. Note - I got a crimp in my neck looking up at him - and I'm 6'. But look at how, even on a chair, Kathy and Mike are just barely the same size. Mike bent at the knees a little and kicked off his shoes, too.

The other picture is Bob Olsen "getting even" with Gary Coughlan. Gary fought well, tho. Why, he even bruised "Bully Bob's" knuckles with his jaw on numerous occasions.

((Con'd next pg.))

RRR (Con'd)

How's Char? The rest of your little family? No promises, but I may go to LepreCon in March. Time is OK for me - boss wants us to take time off in March - the problem will be \$\$\$. Kathy can't go - I may go with Woody. Can you imagine that - taking a trip with Woody?

You can print any of this, pictures included, as you wish. You would have anyway. Take care - Have a merry Christmas and a Happy and healthy New Year. Bye.

John

like

((Thanks for writing and thanks for the pictures! I always see photos of various Cons around the nation. It's always fun to see what people look like. It's ironic -- I've played in a game with Mazzer before, he lives only about 120 miles away, and he has to travel to the east coast to have his picture taken and sent by you, for me to see what he looks like! Your wish of a Merry Xmas etc. shows how long it took me to get around to getting this issue typed up!! Some of these go back earlier than yours, tho John, so don't feel bad. I'll try and get the pix on a page in this issue. Thanks again! As for the family - we have our ups and downs, but now that everyone around here is over their pneumonias and bronchitis, we're all pretty good! Later! - RB))

((from Mark Fassio))

((11/26/83))

Yo, Ron:

Whew! For a minute there, I was wondering if the Red Brigades had kidnapped you! A 'way overdue zine, no news from anyone in the game, etc. -- it made for mass curiosity on my part. Glad to see the zine was worth waiting for.

Also your team is doing better than expected; I only wish my flag football team had done as well! Won our first two, lost the next 5 (sigh). Oh, Well. It was an improvement from the year before, so it'll do for me.

Hope you and Char had a good Turkey Day. My parents drove down from PA, which was amazing; anything over 100 miles/2½ hours of driving for them is a major journey, similar to the Israelites leaving Egypt! All went well, and now I'm looking forward to returning home to the Keystone State after Christmas for some leave. Margie is doing OK (for as much as 4 12 hr./day nursing shifts a week can be considered 'OK'). Continued good cheer for you and yours this Holiday Season, buddy.

Not much else to blab about -- next week and the week after are the "biggies" for the unit; we try and get all our "war exercising" done by Christmas; Ho Ho Ho, and all that. It's a hassle, but it beats working over the holidays, you know? If I survive that, I'll drop you another line.

Take care, Ron. Continued success in life and in the 'zine. If you ever need/ use a wandering subzine, perhaps ESAD could ~~desperately~~ liven up MM's pages!

Best,

Faz

((Always good to hear from you, Faz, and find out how America's favorite Fly-boy is doing! ESAD, for those of you who haven't yet seen it, is Marks subzine which usually appears in COAT OF ARMS but is liable to pop up anywhere. ESAD (which stands for EAT SHIT AND DIE) is quite unique and spectacular in its own right. I'd be interested in trying to get an ESAD into these pages, although the fact that MM is mimed at home sometimes makes such things difficult. Let me know if you're still interested. We'll work something out. Thanks for writing. - RB))

((Con'd next pg.))

"I am not in the giving vein today."

RICHARD III, III, 1, 79.

RRR (Con'd)

((from William C.C. Affleck Asch Lowe))

Greetings Ron:

Is there a Boardman Number Custodian for MACHIAVELLI? If there is none, I've got an Apples II+ with various programmes and a printer, and could easily store such data on my floppies. Who would I contact on this?

Also, I'm toying with the idea of doing a zine, mostly warehouse, for MACHIAVELLI. Games would be free, with an NMR deposit, and a sub requirement. Probably monthly or 6 week deadlines. House rules on request, but players would vote for optional rules (majority rules: yess, no, and abstentions counted (no votes = abstention)) individually (hesitates...). More on this if I go through with it. Name would probably be C.F. MACHIAVELLI.

Thanks for the plug!

((I also wondered about the Number situation for MACH and asked Kathy Byrne, the BNC about it. I asked if MACH games were considered a DIPLOMACY variant and required Miller Numbers. But Kathy said, "No", they didn't. So as far as I know, there is no known numbering system for MACH games. Mike Scott, a guy who has GM'd many games of MACH was the one that requested the first MM MACH game be given the number "51" to keep it straight from his. So this next game was given the 'title' of MACH NO. 52. If you would be interested in taking on the enormous(?) task of giving number of identification out to all MACH postal games, I think you should pursue it! By the way, William has indeed begun his zine, C.F. MACHIAVELLI offering MACH MACH games and I believe one or two games of DIP. Write to William C.S. Affleck Asch Lowe, 2206 Daniel St., Trail, B.C. CANADA V1R 4G9 for a sample! - RB))

((from Ted Pitas))

Ron,

I'm really disappointed, shocked, outraged that you allowed Gorham of Fullerton and Hager of Anaheim, who live only five miles apart and probably know each other well, to be in the same game of DIPLOMACY (1983CS), and to make matters worse, to control countries which are adjacent to each other (Russia and Austria-Hungary). If this isn't bad enough the fact that the Italian player lives only 60 miles from the above mentioned players leaves no doubt in my mind that the Southern Californians have united to spread their brand of tyranny across the world.

DIPLOMACY is supposed to be a game of skill and cunning negotiations. There isn't much skill and cunning negotiations involved with calling up people who you already know and can trust, while everyone else in the game has to deal with total strangers and nonetheless by mail. I can only hope that you'll be spared the fate of the damned on Judgment Day for this crime - i.e. MURDERING MINISTERS games, which you have perpetrated against humanity.

Ted Pitas

((Well, I must admit that when I read this I didn't know ~~in~~ whether to take it seriously or not. I mean, it's not often I'm told that my soul will be damned to hellfire for ~~not~~ running my zine according to someone's specifications!! So, I must admit that I'm still not sure whether Ted is serious or not, or is being funny. But he does address a problem and wouldn't hurt to be discussed. How do players get put into game assignments within these pages and how are countries assigned? Basically, the first seven to sign up for a game get into a game together. The only restriction I watch out for is to not let 3 players (or more) with the same telephone area code into the same game as that is the criteria that the BNC uses to designate local (and therefore irregular and unrateable) games. Outside of that I use no restrictions. I don't believe that living within 10 miles, 100 miles, or 1 mile of another player

((Con'd next pg.))

RRR (Con'd)

automatically means one will ally simply because of geographic proximity. I know of many cases in my own experience where this is true. A glaring example would be Al Rodriguez's very first postal game - 19790. I had talked Al into giving postal DIP a try. I said I'd sign up for a game in Jim Bumpas' LIBERTERREAN if he would, so we both did. I was very surprised to see the new game announcement with me in the same game together! Not that it really mattered though because I wouldn't trust Al in a DIP game! I ain't stupid! So naturally I took Al's last center and put him out of this misery of having to play Germany to my Russia. Now as for the game you are protesting: 1983CS. Gorham has been playing in these pages for quite awhile now and is in just about every one of them! It would be hard to play in MM and not find Dan in your game! Hager came in as a complete novice and this was his first (I think that's right, isn't it, Ken?) game ever in pbm DIP. It's true that they don't live far apart (although with those two cities, Fullerton and Anaheim, they might be anywhere from 2 blocks to 15 miles apart.) Let's face it, it's impossible in forming most pbm DIP games to not have two players fairly close together. That fact alone should not prejudice someone into an automatic alliance. I think you have to be far more wary of known collaborators than two people who live close and don't even know each other! And as for Baldwin's Italy, I think the present game situation shows adequately enough just how much the fact that Gorham and Hager are 100 miles while you are 3,000 miles away from him has influenced his play! Hope you agree and understand that we do the best we can to offer a fun game - a brief escape from reality - and we can do no more. Thanks for writing. - RB))

((from Gary Coughlan))

((Sept. 12, 1983))

Dear Ron,

Which is more gauche: drinking Cadet Rose wine while eating popcorn or drinking Cadet Rose wine while eating cashew nuts? I figure a teacher should know, especially a Shakespearean fan such as yourself.

Did you know that Memphis joined the USFL? They had a "name the team" contest and I submitted the "Memphis Hound Dogs" which I thought was good, was representative of Memphis and had an instant mascot, not to mention the built-in tie-in with Elvie music. Well, so did a lot of other people and "Hound Doge" came in second. Third choice was the "Memphis Mudcat". But guess what won??? The "Memphis Showboats". I've not met anyone who likes that name, except for the people who submitted it as their entry. A real turn-off, would you say?

But on the bright side, I think the team will be a success. Memphis has wanted a pro team for a very long time and the NFL has kept us dangling. How do you rate the chances of the USFL making it, Ron? Do you watch any of their games? Have any favorite USFL teams?

Also am ending in my Oleen response. You know that he and I have been at it now for almost 3 years within the pages of MM!

MM remains one of my favorite zines and it was my first zine in the hobby and I've never been disappointed by you yet. I think Scott Hanson said that MM was an ideal sort of zine and I agree with that and you're a good role model for a pubber.

Well, I guess I'd better close for now and am looking forward to my next M&M.

Sincerely,

Gary

((Thanks for the very nice words, Gary. Even though I'm sure I've disappointed you at least 3 times since you wrote the above letter! First of all, I've been so delayed in getting this all-reading issue out to you, second, I was unable to make it to DafCon and finally met you ftf, and I still haven't taken care of that business that you gave me \$10.00 expense account for (although I haven't forgotten and I will do that for you even yet!) But I consider you a good hobby friend and glad you can still manage

((Con'd next pg.))

RRR (Con'd)

soms nice things to say about MM. What is gauch? Drinking Cadet Ross wine with cashews, of course. Any cultured person knows that popcorn and Roses go very well together! Now with the USFL's new season just getting underway, your comments are especially relevant about this fledgling league. Personally, I like your choice of "Hound Dogs" much more than "Showboats" although it could have been worse. They might have named them the "Memphis Bears" or something. "Mudcats" kind of has a nice ring about it too. You said you thought they would be a success -- did you mean on the field or at the gate. It does sound like they'll attract good crowds to see them play. And they certainly appeared to be a solid team in the first week's play by giving last year's winningest team, the Philadelphia Stars, all they wanted and almost beat them. Your letters to Bob Olsen and his responses to them is one of the true highlights within these pages. Please keep them coming, both of you! Thanks for writing. - RB))

((from Jim Williams))

((9/8/83))

Dear Ron,

I couldn't help but notice the number of complaints from disgruntled players in #61's letter column. I think your editorial in response to some of these complaints hit the nail right on the head. Some players tend to forget that publishing and Gming are hobbies in themselves.

GMs are human and mistakes will be made. I think I've expressed my views to you before about this, but I do feel that zines are the publishers baby, and if anyone does not like what they see in a zine or a GM, there are many other places to play.

I have personally always enjoyed my games in MM, although I doubt that I'll be getting in another one for quite some time. I presently have 3 game starts to worry about, plus my subzine/column in THIRTY MILES OF BAD ROAD. Busy, busy!

Speaking of STRAIGHT FROM THE DIMMER'S MOUTH (my subzine), could I impose on you to do me an advertising favor? I have decided to run a game of Alan Parr's "UNITED", the popular European game of postal soccer. The game will be run in SFTDM and will cost \$5.00 for TMOER subbers and \$7.00 for non-subbers. This will be the first game of UNITED run for North Americans, I believe, and it should be fun.

If you could mention that I have openings for this game and mention my address as well, I would appreciate it. I'm not sure of how much interest I am going to get in this game, but I want (need) the word spread around to give myself a shot at 10-20 players. I'm looking forward to it. Thanks.

Take care,
Jim

((OK, I'm not sure if Jim has already started this game, but you might write him and find out. His livess at: James R. Williams, 2500 6th St. SW, Altoona, IA 50009. All I can assume on the Gming situation is that most players are happy playing here or else they would seek games elsewhere. Some will never like it here, so let them speak their minds and then they can find a better place to play. I think most players like playing here. Maybe I'm wrong . . . Beet of luck with UNITED and keep up "STRAIGHT FROM THE DIMMER'S MOUTH"! Bys! - RB))

((from Mark Fassio))

((gleanings from several letters Aug-Oct.'83))

Howdy!

How's things been with you? Things here are semi-decent; I've been assigned as a project officer for a couple of computer systems, and my knowledge of computers is all of zero. Plus it involves going to Florida about every other week for busshit conferences; a newly-wed wife Margie loves all of it, of course (sarcasm intended). Oh well, like a line from the old Supsr Chicken cartoon goes, "You knew this job was dangerous when you took it."

Anyway, the house/job are finally getting under control, and I have time for

((Con'd next pg.))

RRR (Con'd)

important things, like DIP and writing letters. Some things never change . . .

I like your intent to structure (re-structure) the zine to make it more of a warehouse; hell, Ron, everyone and his dog try to go for the everything-cramped-into-one-issue-pubbing, and it's sometime a detriment to a zine. I think you'll get good feedback from everyone on your suggested ideas for MM. Good luck and continued excellent pubbing to ye, bucko; I certainly like the zine!

. . . Margie works 12 hr. shifts at the hospital, which is tiring, but it all balances out the same, what with getting more days off during the week (if ~~me~~ for no other reason than to recuperate, eh?).

I've been meaning to sit down and just write you an honest-to-God-folksy letter, like I do occasionally with Heinowski or Coughlan (or even -- shudder -- Arna-woodian!), but I'm afraid I have to offer the same continuous lame excuses for not doing so: maximum workload, even at home, military house up-keep, visitors from PA every other week (sigh), etc. etc. . . . the same old Fassio excuses.

So, until I DO get a chance to "acquaint myself with a great GM," let me just say, for the 4 millionth time, that I enjoy your zine. I think you're a damn fine GM and pubber, and I wholeheartedly prefer your "split format" zines now, so I can read just the warehouse zine and attend to it, reading the Shakespearian hoopla later. Many kudos to you, Ron.

That's about it, once again. Keep up the good work, and I'll keep subbing.

Faz

((Thank you for the pat on the back. It really is appreciated to hear a good word. It's really what makes all the other bullshit involved worthwhile -- thinking that there actually are people out there who do enjoy getting the zine. The only bad things about the new format (i.e.- sending "games-only" issues to keep the game results as timely as possible and save the reading stuff and come out with "all-reading" issues occasionally, like this one) are that these "all-reading" issues are going to be few and far between, and that I can't give some who would prefer it, a selective subscription. In other words, there are those who subscribe who are "gamers" only and could give a shit about what's going on in the "DIPLOMACY hobby" who would prefer not to get the reading issues. And others may not follow the games but just wants the all-reading issues. I've decided it would be too big a hassle to give 'eective' subscriptions and try to keep it all straight. It is just so much simpler to say get MM as it's presented if it's worth it to you either by paid subscription or trading zines. If it's not, then don't subscribe. You won't hurt my feelings. I'll understand. But enough of this editorializing in the letter column bullshit. . . Hope you and your wife are making it through a period of adjustment (readjustment?) which can be very trying at times. Good luck! Marriage is great. I want you to know that I've really enjoyed the short letters you enclose with each set of orders. It's always good to get your orders here because then I know I'll hear the latest from the Faz. Keep it up. Thanks for writing. - RB))

((from Bill Highfield))

((8/30/83))

Dear Ron,

First, business. Sign me up as standby's for both reg. DIP and MACHIAVELLI.

Second, I'd like to say that my comments about Kathy Byrne in Issue #60 were indeed in fun. Unfortunately, I have this habit of saying the wrong things at the wrong times!

As for politics, who cares anymore?! I'm going to try to remain in the sidelines from now on. I mean, when 300,000 idiots gather in Washington to demand jobs and attack the President instead of remembering Dr. King then you know the liberals have overrun the country! I predict that if the trend continues that democracy in America will go down the drain. First, the liberals will take over and chaos will be the re-

((Con'd next pg.))

RRR (Con'd)

eult. People will first have too much freedom. Then, since extremism breeds extremism, the military will take over and we'll have a Dictatorship. The only way to avoid this is to insure that neither political party gets a large majority. We need a system in equilibrium.

Anyway, I'm in the Navy so I just follow orders and await the results. If the Democrats ever seize total control of both houses of Congress and the Presidency, not only will you see HUGE deficits due to unsurpassed social programs but our military will collapse into ruin. Even if Reagan did nothing else, I'll vote for him because 1) he's rebuilding our weakened military and 2) he was the stimulus needed to force the Iranians to give our people back 3) he's fixing the economy 4) he's a conservative Republican.

And another thing. I do not vote for the party all the time! I have voted for Democrats. If the Democrat is better than the Republican (a rarity) then I'll vote for him. Especially if the Democrat is also a conservative.

Well, I won't mention politics anymore if you don't, okay? By the way, I think Archie Bunker is hilarious, don't you? Archie brings out the worst in you so that you can see it for yourself. It makes you more aware.

Well, see ya Msathead!

(just joking)

Bill Highfield

((Wow, you have a funny way of standing on the sidelines, Bill! Looks to me more like you're hiking the ball. I won't say much about your view of politics, et. al. much less your logic for the establishment of an eventual Dictatorship. . . . let's just say that Bill's position as stated above is a good example of an extremist point of view. Pete Tamlyn, not all Americans feel as Bill does, let me assure you. Yess, there are some who actually think and reason like this, but thankfully not many. Thanks for writing, Bill! - RB))

((from Jeff Albrecht))

((Sept. & Nov. 1983))

Dear Ron:

You requested comments on your Editorial in MM#61. I like the idea of the all games zine and the all reading zins. This will give you a little more flexibility in your time scheduling. With the all reading issues, you can type a little, rest, type a little, rest, come back to typing in a week, etc., until you have enough pages to mail. Fine. If it is good for you, it will keep MM around for a longer time. But, I would hope that you will put out more than 2 to 6 all reading issues. The reason I say this is because I do enjoy MM, all of MM; most zins, I scan -- MM, I read. If I am being redundant, please, excuse me; but, I do appreciate the time and effort that you put into MM. Keep up the good work.

Further, concerning the Editorial, I thought your comments about the "disgruntled players" were good. The same player(s) who needs a nearly flawless zine should get into a new game in a new zine with a new GM -- I would be interested in hearing from the player as to what he found with his new GM and as to whether or not he finished the game in the same zine in which the game was started.

Also, in the Editorial you give the standard GM's admonition to players on how to avoid NMRs. I try to follow the advice, but I have been known to get my orders fouled up, too. I would like to know what percent of your players follow the GM's advice on writing orders and avoiding NMRs, for the most part. Don't go to the bother of making a study -- just give it a ballpark guess, i.e., 50-60%, 70-80%.

Cordially,
Jeff Albrecht

((Con'd next pg.))

RRR (Con'd)

((more from Albrecht))

With me on your MACHIAVELLI standby list, you are really scraping the bottom of the barrel. I hope you don't have to call me to play; you will find out how very new I really am. I just got the MACHIAVELLI game in the mail about 3 weeks ago.

Our company bid a small rock excavation job for the Southern Pacific Railroad near Bakersfield last week -- that is quite a ways from home for us. And, we understand that we were a close second on the bid. Who knows, we may end up doing some construction work in your neck of the woods; but I doubt we bid too much that far from Salt Lake. Anyway, going to Bakersfield on business was an interesting thought.

Cordially,

Jeff Albrecht

((Thanks for taking the time to write and share your thoughts about a few things, Jeff. It's always good to hear from you! Well, now we will all see just how good (or bad?) you really are at MACH as you have been asked to take over the position of Milan in MACH NO. 521. Good luck; I'm sure you will do just fine. I'm glad you like the all-game/all-reading idea. Fortunately, most everyone seems to like it better. As for your request of 6-10 all-reading issues . . . I maybe could do around 8 a year if they were just 12 pages in length. I'd prefer, though, to make them pretty spread-out but have lots of good stuff in 'em. Unfortunately, the RRR will suffer badly as letter columns thrive only when letters are printed with brief time from when they are written until when they see print. VOICE OF DOOM is the best example of this. I hope for a few letters to still come in to be featured in the all-reading issues; but the letters will in all likelihood not see print for several months. You asked a very interesting question about how many follow my "GM's advice" on how to write your orders to avoid an NMR. If you mean how many go as far as either sending in a duplicate set of orders, it's 2%. Another 2% send along a response post card as a verification their orders have been received. That means 96% send a single set and/or phone them in. If you mean how many include the things I ask to be included on your orders (the Boardman Number of your game, the Season these moves are for, the date, your signature, and only one set of orders per sheet of paper) I'd guess it's about 50-60%. Your company is in construction? Bakersfield is one of the fastest growing cities in California and there's construction going on like crazy. The school district I work for sees its enrollment increase around 16% each year! I guess for some of the large office buildings they're putting in for oil companies and stuff around here, the jobs are big enough to attract bidders from as far away as Salt Lake City. Oh well. If you ever make it out here, give me a call! Thanks for writing. - RB))

((from Bruce Liney))

((9/8/83))

Dear Ron,

I like your format of separating game issues from all-reading issues. The only real drawback I've noticed regarding MM has been the occasional delays in publishing game results. As you point out, this problem will be substantially reduced if you stick to just putting games in the game issues. This may mean that letters may take a couple of months to see print . . . but so what? To me, it's more important that the games get out on time. After all, games are the reason most of us publish to begin with.

Regarding your assessment of blacklists as "stupid", maybe I should explain why I disagree. In my opinion, people who drop out of a game are a disruption to both the other players and the GM. When a player NMRs, the GM has to call a standby. For GME without a long standby list, this in itself can pose a problem. Then the players must, for a season, worry about negotiating with both the original player and his standby. The standby himself has to wonder for a few weeks whether he is negotiating in vain, as the original player might return. It would be far more courteous if players would

((Con'd next pg.))

RRR (Con'd)

send in a final set of orders and resign. Then the GM must still find a standby, but nobody is left up in the air about who's playing the position.

I realize, though, that circumstances beyond a player's control can occasionally cause NMRs. Orders get lost in the mail, people get sick, and so on. Very well -- these factors can be accounted for. The VD blacklist is very easy to get off of; all the offending player has to do is submit an explanation and/or apology (if appropriate) for dropping -- even if his drop was due to his own laziness. This way, no one gets blacklisted unfairly. The player who through his own negligence vanishes from a game, and then doesn't even bother to submit an apology, is rightfully blacklisted. The guy who has a reason need only say so, and even the guy who just up and vanished need only apologize. The true deadbeats, and no one else, stay on the list. And if that isn't enough, their names are automatically removed after a year anyway.

To you and others who may view blacklisting as a negative sort of thing, I would ask this question: Isn't it reassuring to know that your GM is taking steps to make sure that the other players in your game are reliable? As a player, I know I appreciate this sort of concern by my GMs.

Your response to Phillip Lahue's angry letter regarding the misfiled orders is an excellent example of the level-headed, restrained style that I respect in you so much. Congratulations -- I probably would have torn the guy apart!

As for your comment that VOICE OF DOOM is "nearly flawless"; I appreciate the support, but I don't agree with you. The best I can say is that, like you, I try. I've made my share of bloopers, too. I distinctly recall thinking, back when I was a player in 1979CF under you, that I hoped I could GM half as well as you. But nobody's perfect. Players who don't accept this should NOT find another GM; they ought to find another hobby!

Regarding the Ombudsman Service System: I, too, am willing to serve as an ombudsman if both parties in a player-GM dispute want me to. However, it is common knowledge that I am more strict than most GMs. In judging a case, I would have to give the benefit of the doubt to the GM unless 1) his decision clearly violates the game rules or his houserules; or 2) his decision is clearly out of line with established hobby tradition. It is for this reason that I have always maintained staunchly that GMs reduce their own power by covering lots of situations with houserules. You'll get a lot of argument on that point from people who don't understand what houserules are all about . . . but the GM who doesn't state his rulings in advance is free to make them up as situations arise. What's more, he doesn't even have to be consistent from one case to the next. That is why I cringe when I read a GM's statement that his houserules are "player oriented" because they are short and sweet. Baloney. Player-oriented houserules are comprehensive. How did I get off on this tangent, anyway?

Jim Williams' comments bout NVR="Yes" are right on. I have had games end in VD because players forgot to vote, but when they know the rules to begin with, who can they blame but themselves? In two cases, I felt bad because the result was clearly not what the players wanted; both times I let them play on. But this is disruptive in itself, and creates extra work for the BNC, so I will never do it again.

You know, this new job I've got has the side benefit of hour-long lunch breaks, in which I have nothing to do but sit and write letters like this. I'd almost forgotten what that aspect of the hobby was like! But in recent days I've written to APPALLING GREED, SNAFU, and ANDUIN all on my lunnnn hour. In the next few days I will be writing to DENVER GLONT and, believe it or not, RETALIATION. It feels good to participate in the hobby again as a letter-writer!

Keep up the excellent work with MM!

Best,
BRUX

((Con'd on next pg.))

RRR (Con'd)

((Thanks for writing, Bruce. It's always nice to hear from you. And thank you for the kind words. You, as usual, have several interesting things about some of the things kicked around in these pages of late. Again, regarding the format of the zins; most people seem to agree with you in approval of it. However, the all-games issues can even still manage to be late on occasion (as the last was) when I brilliantly schedule a deadline for a weekend I have to be out of town for the Fri-Sun weekend, or when Andy and Corey decide it's time to get sick again. Oh well, the best-laid plans of mice and men . . . The all-reading issues will be fun to put out - but because of the time it takes, it doesn't appear more than 2 or 3 will appear per year. As I mentioned somewhere else previously, the biggest negative factor about the new format will be the death of the RRR. I doubt if I'll get nearly as many letters, now that subscribers know how long it will be taking to see them in print. I hope the Olsen-Coughlan letters will continue and that a few will write occasionally about things that won't matter if it takes awhile to get them in print. We'll see how it goes. Blacklists are something I don't agree with in principle, although you sound very fair indeed in your allowance of players leaving the list. It's just that since 1977 when I entered this hobby, the one thing you can really count on in the DIP is that people will be continuously dropping out from it even as about the same number of new ones are joining it! I think you are ahead just to recognize this fact and get on with your own hobby enjoyment, realizing that anyone can drop mysteriously from sight at any moment. If that person wants to rejoin the hobby at a later date, fine, I say! Welcome them back. Really, it ~~is~~ sounds like we're pretty close in our philosophies . . . As to your little elucidation on Houserules, you know how I feel (I think!). A workable set of Houserules really is a necessity for anyone who plans to publish/GM any large number of games - for his own protection. They should be comprehensive, to a certain extent. I feel though to be truly effective, they should be short enough to be understandable. My only knock on the VD houserules are that they are too long. But I'll go on record right now and tell you that if you want to play in a VD game, you don't really need to read the Houserules! Just make sure you put all the info Bruce asks for, write all the provinces' names out in full, and you have nothing to worry about. I am astounded and bewildered how intelligent folks can play a DIP game with Bruce as the GM, and make dumb mistakes in writing your orders. You really ought to know that you ain't gonna get cut no slack, Jack! A little care, and you have nothing to fear from the infamous GM, Bruce Linsey, or his even more infamous VD Houserules! Glad to hear you're liking your new job. Bys! - RB))

((from Gary Coughlan))

((9/12/84))

Dear Ron,

I'm getting ready for my vacation in Europe ((Gary wrote all about his trip in a special issue of EUROPA EXPRESS, see pg. 3 of STUFF)) so I'm tying up loose ends. I doubt after almost 3 years that Mr. Bob Olsen will be one of those loose ends since he still clings to the illusion that he is somehow winning. Oh, how blind are those that just will not see.

When he uses such words as "tawdry", "unctuousness", and "fornicated" in his letter in MM#61, it's obvious that he's been hitting the dictionary rather heavily again. I am not impressed. Olsen is a simple man and should stick to simple words rather than making a vain attempt to impress us, his pitying audience.

Once again, Ron, and this makes twice in as many years, I journeyed to Olsen's Wichita home to try to put an end to this wretched situation. And once again, as last year, I was not met at the airport. Instead I was bugged by this Hare Krishna woman who turned out to be Daf Fritz. And the Hare Krishna Literature was really the VOICE OF DOOM Houserules! I swore then they would pay for what they did to me. I smiled as I remembered that I was carrying 20 water pistols. Olsen's house would

((Con'd next pg.))

RRR (Con'd)

would be drenched by nightfall and he would be cowering in a locked room, trying to keep dry.

In his floundering desperation to throw anything at me, he brings up my two letters which mention Mike Mazzer. I do not believe that I fully realized, until this moment, how capriciously (say these dictionaries are fun!) cruel Bob Olsen really is as when he, deliberately and with ~~malice~~ aforethought, dragged the innocent Mike Mazzer into this miserable personal quarrel. (Of course, Olsen dragged in Linsey also but Bruce deserves everything he gets!)

Of course, there was a difference in my letters concerning Mazzer. I am not ashamed to admit that my mind can be changed when I learn new facts as I did in this situation. Mike Mazzer's mother was born in Texas; that's what did it! Now Mike is kith and kin of the Confederacy and is one of us and must be defended and protected and cherished at all costs. Consequently, in the seven games that he and I are in together, I am in the process of changing from being his enemy into his ardent ally. I just wonder what horridly sinister connotations that Olsen will try to make out of this. God what a wretch that man is, Ron! (You should have heard him and Langley insult your Frost endgame statement. Only Mazzer, Lee bless him stood up for you!)

And when Olsen says Fala instead of Olga, it seems to me that he appears to identify with Franklin D. Roosevelt. Well, I had thought of Olsen more in terms of Teddy Roosevelt, as he was portrayed in Arsenic and Old Lace. In any case it is definite that he has delusions of grandeur. (That's hilarious when you realize that the bottom floor in his home still is without any furniture.) And I got along well with Olga his cat, this year. I didn't have to chide her once this time about mistreating the poor parakeet since the parakeet had long since died and been consigned to Olsens's garbage can. Myself, I always buried each of my pets in a shoebox in the backyard, a small honor tis true but nevertheless a sign of respect for the joy they had given me.

But enough of this. I'm not even going to tell you of Olsen thinking that a year old bottle of Mateus Rose (from last year's PudgeCon) was still good after sitting out all that time! Or how he gobbled down grits in a Kansas restaurant or stole the absent Kathy Byrne's hushpuppy mix. Clearly the man has problems, but enough of this. Olsen bores me of late. Give Char a kiss from me and tell me what she said!

Southernly Y'allis,

Gary

((Uh, er, thanks for writing and once again alerting us to the dangers of the evil one, "Bad Bob Olsen". Well, Bob, Gary makes some pretty impressive statements in the letter above about your lack of human sensitivity etc. etc.. Any comment? Thanks for writing! - RB))

((from Stephen Wilcox))

((10/19/83))

Ron:

My name is Stephen Wilcox. I have been in the postal DIPLOMACY hobby for a little less than a year, although I have played FTF for over 10 years. I have thoroughly enjoyed the last few months of DIP pbm and plan to stick around for several years. Since I am fascinated with ratings and statistics, I am writing to all GMs of games (starting with 1982A) requesting information so I can compile some stats that I feel would be interesting to many people throughout the hobby. I have heard the phrase "this is not a typical game of DIPLOMACY" many times. Well, I intend to find out what a typical game of DIP is. I would appreciate it very much if you would send me the Spring 1901 orders and the 1901 Supply Center Chart of each game that you are GMing which has a 1983 Boardman Number. As soon as I receive a significant number of responses, I will combine the stats in a % format and send the results to everyone that contributed info. The results will also be available to others in the hobby at cost. Presently, I do not have addresses for all 1983 GMs, so I would also appreciate the

((Con'd next pg.))

RRR (Con'd)

above info from games in which you are playing. I am hoping to have the first printing of these stats out sometime in November, with continuing updates about every 3 month. Your cooperation will be greatly appreciated.

Stephen

((An interesting study, Stephen. I haven't heard anything back from you on this and now is the first I've really sat down and really given your letter any attention. As this is March, and you said you were going to have this done in Nov., you may no longer care for the info you requested. Please let me know if it would still be any use to you. There are 5 games currently running in these pages with 83 BNs: 1983F, 1983AY, 1983GR, 1983CS, and 1983HX. Let me know. . . - RB))

((from Mark Fassio))

((2/28/84))

Hiya Ron,

How's life out yonder? Hope all's well with you and Char, and that everything is treating you just A-OK.

Things here aren't bad--finally. I have spent $\frac{1}{2}$ this month out "in the field" evaluating exercises and intelligence support. Needless to say, the old "in" basket is overflowing, and there's always something that needs done. Anyway, now that we have a couple weeks of "normalcy" before the next goat-rope, I can get all caught up in the important things -- DIP letters, ESAD pubbing, etc.!

Am getting psyched for the Great Trek out to Monterey, come June. Does CA have as many "hobby anoids" out west as we have in the East (Martin, Berch, et al?). I only hear the names "Walker and Peery" whenever there's abuse to be directed at Californai Dippers; perhaps there is sanity in the hobby out your way . . .

Not much else to blab on, really; I have to brief the Wing Commander and his "field representatives" at a big conference in about 1 hour, so I suppose I'd better review my presentation, eh?

Take care, Ron,

Faz

((It's always a pleasure to get your little letter with each game move, Mark, and finding out what you're up to! You haven't been to Monterey, CA? You will really love it, I'm sure. It's very, very nice and quiet - very peaceful place. It's really not all that close to San Francisco, in case you were worried that breathing the air there makes everyone gay or something! I'm not sure what exactly you mean by a "Hobby Anoids". Most of the Dippers I've met in CA are really nice regular people. But then there are always some that are "different" in each area of the country, I'm sure! You take care, too! Bye! - RB))

"I could a tale unfold whose lightest word

Would harrow up thy soul, freeze thy young blood,

Make thy two eyes, like stars, start from their spheres,

Thy knotted and combined locks to part,

And each particular hair to stand an end,

Like quills upon the fretful porpentine.

HAMLET I, v, 15.

FULL FRONTAL ASSAULT
or
HOW TO LOSE REALLY FAST IN PBM DIP
by
William C.S. Affleck Asch Lowe

So you find yourself in yet another gamestart with the same old predictable moves to do . . . or maybe not? Why not liven things up and have a glorious and/or short career? Go for the throat, so to say?

Many DIP players are down on the Full Frontal Assault (FFA) tactic in PBM DIP. After all, they say, this isn't FTF DIP, you often end up in a game full of absolute strangers or with a few people you've really rarely played with: this encourages inaction and the careful feeling out of other players. For most game, 1901 will result in only a few bumps, mostly over the neutrals (and due to the predictable lack of communication). But the FFA tactic can be quite profitable, especially if you keep a few things in mind, as follows:

CHOOSE ONE TARGET - never start in 1901 by attacking more than one player all-out. This is, of course, quite obvious to any military expert or aficionado (remember WW II?). By attacking more than one player you cut down the total force you can bring to bear on each player, you increase the risk of drawing other (unknown to you) allies of the victimized players into the conflict, and have a greater risk of leaving your back open to other (so far neutral) players, who may see you as an easy mark (the Piranha effect).

FIND AN ALLY - write to all other players in that game and present yourself in the most favourable light. Mention the rewards of killing off the other player (more centres for both of you), how trustworthy you are (even if you're not this can work, especially with people who've never heard of you), and possible plans. If the player has not been contacted by anyone else, chances are e/he'll at least consider what you say. If you get more than one ally (even if the alliance is only until the death of the victim or a certain date), feel free to play them off against one another. Promise them centers which the other one asked for, mention eventual plans to do in the other player, whatever. In the confusion you'll likely turn out the winner.

GO FOR THE GUSTO - Once you've committed yourself in an attack, keep at it. If you heesitate, the player may find reinforcements or his/her own allies or avoid the Piranha effect. Your key aid here is the Piranha effect: other players will tend to attack the player who is assumed the wounded/weaker. This is often psychological, as both players usually are evenly matched, but if you make it look like you know what you're doing, people tend to believe you do.

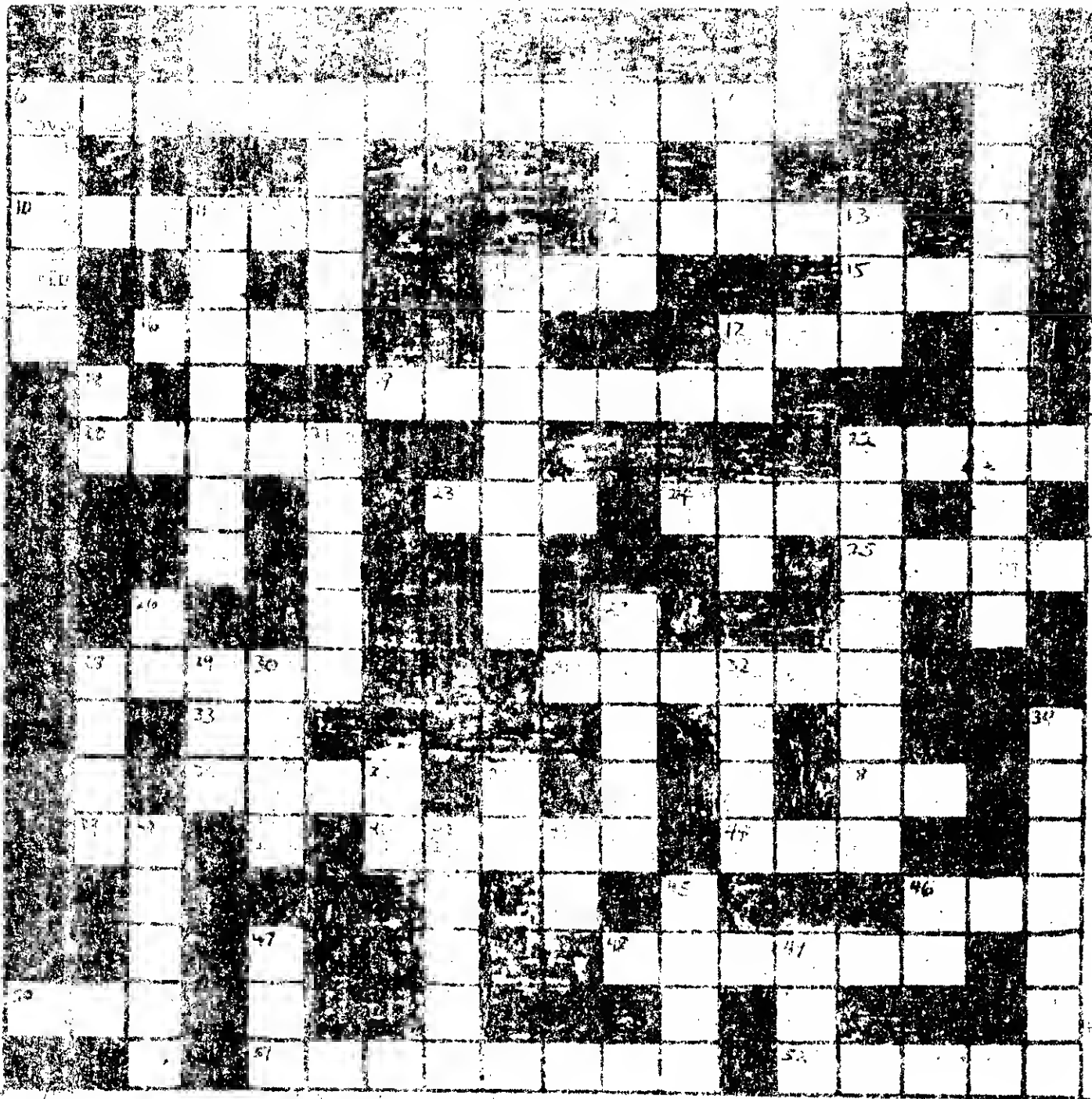
Mind you, I'm not Machiavellian enough to do this all the way: I have my own code of honour and don't backstab an ally (unless there's a loophole) and I tend to pick out targets who won't talk to me. After all, if they want to play DIPLOMACY, they should either act like diplomats at the start or be forced to act like them to survive . . .

((Thanks for the original, thought-provoking article, Mr. Lowe! It's true that anyone who won't/can't write in a postal DIP game is really asking for trouble. It still amazes me the number of people I run into in games who don't write at all. Do they think they can do well in this game without communicating? The name of the game for God's sake is DIPLOMACY; and anyone who won't negotiate deserves whatever fate befalls them. Usually it's early elimination. Thanks for the article. You have extended your subscription one issue. - RB))

* * *

"But I am pigeon-liver'd, and lack gall
To make oppression bitter."

HAMLET II, 11, 613.



X-WORD PUZZLE (See note at end)

ACROSS

4. "KATHY'S KORNER"
6. The Dual Monarchy
10. Female name derived from what most DIP players are seeking
12. "I heard it on the _____."
14. A FTF DIP game takes all _____.
15. A possible vote on a proposed concession.
16. Everyone needs one of these in a DIP game.
17. Win some, lose some, _____ some (No offense, Judy!)

((Con'd on next pg.))

CROSS-WORD PUZZLE (Con'd)

ACROSS (Con'd)

19. This attack by Italy features convoying armies to Syria.
20. According to Kuszynski, "Speak softly, but carry a sharp _____."
22. A description of Coughlan by the Martins
23. "_____ and me, pal, it's an unbeatable alliance!"
24. Name of a recent fake attributed to Coughlan
25. First word of Jerry Jones' former DipZine.
28. Nickname for Arnawoodian
31. The only country starting the game with more than 3 Supply Centers
33. The 'Juggernaut' alliance
35. At times, it's best to jump on the same victim and join the _____ wagon.
38. Civil Disorder
39. SLEEPLESS KNIGHTS
41. A good player _____ effectively
44. What you say when you have eliminated your opponent.
46. snag; grab
48. How armies are transported across seas
50. "_____! I should've won that game" - (expression of disgust)
51. Grabar's nickname
52. The game is over. It has _____.

DOWN

1. Boardman Number of an MM game - 1982____ (also initials of Italio-Turkish alliance).
2. Avalon Hill
3. Boardman Number of most recently completed MM DIP game
5. What a stab by Dan Kuszynski is called
6. A prefix meaning from or of Great Britain
7. Many feel this the weakest great power -- but not Kathy Byrne
8. Coughlan
9. Nickname for Baumeister - also slang term meaning "cool" or "neat"
11. "Though he was down early, he _____ for the win."
13. You should try to keep your battles limited to _____ front.
14. This word, very similar to "diplomacy", is given to graduates
17. With love from me _____ you
18. Abbreviation meaning British Empire
21. In DIP, you must know who your _____ is.
22. An agreement of mutual aid in DIP is known as an _____.
26. Negative reply
27. If given a hopeless standby position, one might well remark, "This position _____."
28. Kathy Byrne has 7 _____.
29. Off The Board
30. Many folks are happy to settle for one of these
32. Olsen says Mazzer wants to _____ him.
34. You must do this to units when you lose SC's
36. Palter's first initials: "____. Palter"
37. Arnawoodian's initials
40. Our BNC
42. Many publishers _____ for each other's zines
43. You must be full of this to do well in DIPLOMACY
45. "WINSOME-LOSE _____"
46. Where Caruso, Byrne, and Mills live
47. A Franco-Austro-German Alliance
49. In DIP, you _____ for control of Europe

"THE BATTLE OF THREE ARMIES"
OR
"THE FRENCH GET HIT FROM THREE DIRECTIONS AT ONCE"

((ed. note. - This historical document has recently been discovered in a dark attic in and old Porterville, CA house. It is a military dispatch issued by that great popular French folk hero, General Jacques Pervert!))

Two of my Napoleonic-playing buddies called the other night and suggested we get together Thursday for a battle. Naively thinking that my two good buddies Jon Baldwin and Dan Johansen would set up a good, balanced battle scenario, when Tuesday I arrived home from football practice, I quickly showered, ate dinner, packed up my French Army and drove to Jon's.

When I arrived, I found that the attacking Prussians and Russians were already set up on the board and I, as the defender, needed to write my original dispositions on a map, then I could set my guys up. My defending force was comprised of roughly a French division of three infantry brigades, three foot artillery batteries, and 2 cavalry brigades - one light and one heavy. The battlefield is roughly sketched on the next page. . .

I was led to believe the attackers were entering from the edge of the battlefield, so set my initial deployment accordingly. I was surprised when I found the enemy set-up a mere 10" or so from my initial line! I guess those sneaky S.O.B.'s moved up in the pre-dawn hours. So at dawn, the surprise Russo-Prussian attack commenced. The idea, was for the French to hold the area - so a point system was devised by Dan; each of the buildings, Hill A & B, and the Bridge were worth 2 points for whoever had possession at game's end - (Approx. Turn 10).

The battle began with a brisk Prussian artillery bombardment that knocked out a section of my Guard 12 Lber battery. Simultaneously, the enemy infantry began to advance while the Prussian Uhlans threatened the extreme French left flank. The Russians were advancing too; Jaegers skirmishing in the lead, followed closely by 5 Line battalions backed up by the Pavlov Guard Grenadier battalion.

So the first few turns of the game progressed - the enemy advancing with cavalry (Cossacks and Prussian Guard Hussars) advancing in the center over Hill B while the Prussian and Russian infantry advanced on their respective fronts. Meanwhile the French were falling back with their lead infantry battalions and blasting away with their foot batteries.

Casualties were both given and taken by both sides during the first few turns - the massive Russian 12 Lber guns destroyed the 3rd battalion of the 17th Line Inf. Reg't as it retreated from Hill B by getting blasted in the flank; the 13th Lt. (2nd Battalion) was overrun by the Prussian Uhlans and sent fleeing; a Russian Line battalion lost 2/3 of its men when the 6 Lber French foot battery gave it a "whiff of grapeshot".

Approximately on Turn 3, enemy reinforcements appeared - three battalions along the river at the board's edge attacking the flank of the French! I was now being attacked on 3 sides!! The reinforcements consisted of a Prussian Line battalion, the Prussian Guard Fusiliers, and a Swedish(!) battalion. It was already beginning to look desperate for the beleaguered French defenders!

Desperate situations call for desperate measures. General Pervert enacted the following counter-measures: The Dutch Hussar Reg't was dispatched over the bridge to gree the new enemy materializing there and to safeguard the right flank. This move resulted in the Prussian infantry forming square and holding in place for the remainder of the battle.

Meanwhile the first battalion of the French Fusilier Grenadiers were ordered to charge the units beginning to overrun Hill B. Although the end result was predictable - (I.e. - eventually the Grenadiers were forced into disordered flight) - they bought a couple of turns & of delay for the 8 Lber artillery battery to unlimber and begin blasing the advancing Prussians. A final counter was preparing the heavy cavalry brigade (the 3rd Carabesier and the 16th Dragoons) for a charge on the threatened left flank.

A Prussian Schutzen battalion was getting dangerously close to the French main position along with supporting infantry and the Prussian Uhlans were in retreat, preparatory to reorganizing after scattering two French infantry battalions (2nd battalion of the 17th

((Con'd on pg. 30))

THE BATTLE OF THREE ARMIES (Con'd)

Line and the 2nd battalion of the 13th Light Infantry). It was time! The charge was sounded and the cavalry commander, Gen. de Horsey (day - Hor - say) led the armor-girded "Big Brothers" forward at the trot. The Prussian riflement decided to change formation, from line order to skirmish order just as de Horsey charged the Cuirassiers right into their midst! The result was great for fans of the French army! The rifles were caught disorganized and losses were extremely heavy. The Cuirassiers burst through and came upon the Prussian Horse battery and sabred half the gunners who were so startled they couldn't get off a shot! The cuirassiers, full of confidence now, ran to the rear of the Prussian position and reorganized after their charge. Meanwhile, the 16th Dragoons were led forward to the charge the next turn and smashed into a Prussian line infantry battalion. Unfortunately for the Prussian, they failed their 'fear of impact' morale check and became disorganized and were slaughtered to the man! The situation on the left flank had been quickly restored by the charge of the Heavy Brigade.

So, half-way through the battle, the threat on the right flank had been neutralized while the one on the left had been jolted pretty hard and greatly slowed down.

However, the Russian continued their advance. Cossacks swarmed the 8 Lber battery and put it out of commission while the Russian 12 Lbers did a job on the 6 LB battery and knocked out half of it. The Pavlovs were assaulting Building #2 and getting shot pretty heavily by musket fire in the process while Bldg #3 had been totally blasted by the Russian artillery. The Russians were slowly pushing the French infantry from the light woods north of the bridge. The French Chasseurs a Cheval had earlier chased Russian Dragoons away, so the advance here had been very slow.

It was at this point the sun began going down and the battle came to its inconclusive end. Hills A & B were taken by the attackers and building #2 may have fallen in 2-3 turns, so it was decided that the battle was a draw (6 pts. to 6 pts.) although at the point we stopped the French side led 8 to 4.

At the very worst, it was an enormous moral victory for the French command and Gen. Pervert. Fighting against superior odds in a nearly indefensible position (attacked from 3 sides having only three flimsy shacks for cover!), the French fought valiantly and hard, and displayed that great esprit de corps that Pervert is especially proud of. I can't wait for the Russian and Prussian generals to come get their lunch again! Till then . . .

* * * * *

SLAVERY, A PERENNIAL FACT OF MAN'S EXISTENCE

by
Mark Hogue

Let's face it: slavery is with us today as strong as ever. As long as there are people willing to give up responsibility for their lives, slavery will exist. Slavery is obvious today in all communist countries, but is achieved much more subtly in the United States.

Stan Johnso suggests ((in MM #61 - "Slavery -- The Misunderstood Institution pg.17)) that those existing on the public dole be subjected to slavery. Ironically, they are already enslaved. This is not to suggest that an error was made by the "benevolent" hearts bleeding for the country's poor. These people have been purposefully enslaved for their use as voters and public spectacles.

Their enslavement is constantly on guard against any attempts to release them or change their masters. Whereas it is natural for those who pay for these slaves' subsistence to receive in return whatever value they have to offer, the slaves' value is kept to a minimum by rules of public assistance and they are encouraged to become more dependent on the looted wealth of the productive people.

In the analysis of this form of slavery lie the answers to many questions of the unjustly taxed. Why are there so many people dependent upon so few? Why don't the social programs help the poor escape their positions? Why aren't Workfare programs used widely, since these have been successful in reducing the numbers on welfare and giving those on welfare a chance to earn their living and achieve some self-esteem? Why does the government make it impossible for some people to earn a living (or to earn a part of their living)

((Con'd on pg. 32))

THE WINNER OF THE 1983 NIXON AWARD

((The NIXON Award was initiated here in the pages of MM in January of 1981 when I decided it would be fun to have an award going to the "Big Liar of the Year", an award that would be coveted by all true DIPLOMACY players. It was hoped that this "award" would be taken tongue-in-cheek and that all and everything connected to it would be intended all in fun. I believe I have succeeded with this idea and all who have won it have taken the award in stride and the kidding that goes along with it. The first NIXON Award was for the Best Liar of 1980: Al Pearson (AKA "Liar" Al, Honest Al, "Uncle Al, The Novice's Pal", etc.). The winner of the award and known forever more as the Biggest Liar of 1981 was Kathy "Bloodsucker" Byrne, our very own favorite BNC! The Biggest Liar of 1982 was Mike "Young Mazzerman" Mazzer and the winner of the third NIXON Award. And now, the honor of receiving the 1983 NIXON Award, the Biggest Liar of 1983, goes to . . .))

MARK FRUEH - NIXON AWARD

by

Kathy Byrne.

Since I have received this very outstanding award in the past, I feel I am very qualified to note a real Nixon when I see one!

This past summer at DipCon, I had the unfortunate opportunity to play with one Mr. Mark Frueh. This man makes Dave Grabar look legit. Mark wears an Elliot Ness hat pulled down over his eyes - so no one can see just how shady he is!

He repeatedly lied to me - not only about the game, but about the time, the day, and where the beer was hidden. Now I could overlook just about everything, but was it necessary for him to lie and tell me the beer was hidden on the 3rd floor men's room knowing darn well he hid it in his mattress?

Was it really necessary for him to tell Mark Berch that his sense of humor could only be compared to Bo Derek's body? Or that DD was as exciting as Sophia Loren in the nude?

To make matters worse, he told Woody that he played DIPLOMACY as well as Dave Crockett. To no one's surprise, Woody replied, "And I thought he was only good at fighting bears!"

As you can see, Mr. Frueh is a compulsive liar and he deserves a fate worse than death (i.e. - looking at the NIXON AWARD every day for a year!), so therefore, I'm sure you will join Marc Petere and myself in endorsing Mr. Frueh.

((Congratulations Mark Frueh, NIXON AWARD Winner of 1983! I don't know Mark, but I'm sure he will be overwhelmed when he reads this and finds himself acclaimed as the "Biggest Liar of 1983". For those of you not familiar with the NIXON - it is awarded based on the best essay. When nominations are open for the NIXON, if you have someone you would like to see win it, you write a paragraph or so explaining why they deserve the Award. The best essay, that is, the best written as judged by me, is chosen and whoever is named thereon is the winner. It is not a vote to see who gets the most or anything of that nature. There were several other good entries but Kathy's really was the best. Frueh received a few other nominations and certainly was named more than anyone else. A good bid was submitted on Dave Grabar's behalf - Thanks to all who took the time to write a nomination. And it's not too early to start thinking about who the best Liar of 1984 might be . . . - RB))

"Neither a borrower, nor a lender be;
For loan oft loses both itself and
friend,

And borrowing dulls the edge of hue-
bandry.

This above all: to thine own self be
true,

And it must follow, as the night the
day,

Thou canst not then be false to any
man."

HAMLET I, 111, 75.

SLAVERY, A PERENNIAL FACT OF MAN'S EXISTENCE (Con'd)

by enforcing minimum wage laws, arbitrarily chosen pay rates at which many cannot sell their services?

The masters of these slaves are the most dangerous people on earth today because their every move serves to make it more difficult for man's highest goal: achievement. Their chief weapon is guilt in the otherwise able minds of the citizenry. The masters are the people who outlaw the safest technologies on the stated basis of their potential danger. They are the ones who ensure pollution of the environment by passing measures designed to look anti-pollution, such as the Clean Air Act. They decry the level of civilization we have achieved, calling attention to all its negative aspects. They attempt to make everyone a shameful lawbreaker by decreeing a national speed limit on the basis of safety while the law abider falls asleep at the wheel after toom many hours on the road.

It would be unfruitful to put much effort into freeing slaves who do not want their freedom. We need to make the effort to free ourselves from the service of their masters.

((The following was printed in PASSCHENDAELE #29, Sept. 19, 1980 and was first printed in PAROXYSM #48))

THE STRUCTURE OF THE DIPLOMACY HOBBY

Publisher

Leaps tall buildings in a single bound
Is more powerful than a locaomotive
Is faster than a speeding bullet
Walks on water
Gives policy to God

Gamesmaster

Leaps short buildings in a single bound
Is more powerful than a x switch engine
Is just as fast as a speeding bullet
Talks with God

Ombudsman

Leaps short buildings with a running start and favourable winds
Is almost as powerful as a switch engine
Is faster than a speeding BB
Walks on water in an indoor swimming poll
Talks with God if special request approved

Boardman Number Custodian

Barely clears a quonset hut
Loses tug-of-war with a locomotive
Can fire a speeding bullet
Swims well
Is occasionally addressed by God

Hobbyp Project Director ((Orphan Games Project; Novice Packet Project; Con Directors, etc. etc.

Runs into buildings
Recognizes locomotive two out of three times
Is not issued ammunition
Can't stay afloat without a life preserver
Talks to walls

((The above has been edited a bit to fit into the available space here))

SHIT

TO SUIT YOUR
TASTE



while you were out
fucking around...

date

time

caller

phone no.

message

by Dr. Brown

ALL INFORMATION CONTAINED
HEREIN IS UNCLASSIFIED



...the people of the world
consider it a duty and
the first principle of
justice to be coming to
everyone and every
people and every
backlog
for a better world

CAT DISCIPLINE

((This article first appeared in TORONTO TELEGRAM by Bill LaFosse in March, 1980.))

T The cat fans can trace the origins of their domesticated companions back to the days of Cleopatra. In ancient Egypt the cat was a god, worshipped and held in holy esteem, only the mighty were graced with the presence of the animal.

High regard for the beast continued for thousands of years, up to the late 1800's cats were "on the payroll" in many companies, employed as rodent controllers.

The 1900s began and the age of machines began. The public began to realize the value of cleanliness. This new public awareness, combined with the invention of mousetraps and rat poisons, cut inot rodent populations dramatically. The cat effectively lost his function in society, but a new habit was born which saved the cat from an uncertain future. People started taking them in as pets.

The cat used to thousands of years of respect failed to adjust to this new status. To this day he struts about, completely independent of discipline and obedience. He still clings to his belief in his ultimate importance.

These modern days have brought forth much knowledge to the common man, one of the many truths we now know is the true fickle personality of the cat. Letters have been puring in from people as they are learning to keep the cat in its place.

Sir,

I have taken time to pen this paper to relate to you a recent corrective measure I inflicted upon my cat.

"Boots" was regularly spoiled by my wife. Since my wife's death, some 6 months ago, I have been left alone to fend to the cat's needs. All my care has been rewarded by his continual habit of defecating in the bathtub. On more than one occasion I have stepped into the shower to unwittingly bury my toes in the warm brown substance.

Last week it happened again, as the horrid feces slid between my toes I decided action must be taken. I searched high and low for Boots, and found him digging at the roots of a prize winning houseplant.

I grabbed him by the neck and tossed him into the bathtub. I pured a bottle of ammonia into the tub, and turned on the hot water. The tub filled and the screaming began, but trapped as he was, it was futile. I am pleased to report I am no longer bothered with cat feces in the tub.

Bill,

I, for years dreamed of buying a new Cadillac. After 4 years of scrimping, I saved enough to purchase one, with a terrible, but bareable monthly payment. After so much effort instilled in achieving my possission, I naturally wanted to take all precautions to ensure its continued beauty and appeal. With this in mind, and my being a bit of a handyman, I decided to apply a coating of aluminum wax to my prize.

I did the job perfectly, in my own garage. I, upon completion, wheeled my machine into the driveway to dry. I returned, some hours later, to find that my cat had walked all over the hood and roof, before the wax had dried. His paws were mud covered. The wax had since dried and his footprints were permanent. As you know aluminum wax is like another coat of paint on a car, and as difficult to remove. The job of sanding off the damaged sections would cost hundreds of dollars. I was very upset with the cat.

I cornered him minutes later, behind the bed. I decided that if he liked my new car so much I could arrange for him to see it much more. Little drops of crazy glue bind quite well. I applied a drop to each paw and I set him on the hood. It has been some months now, and he is starting to wither, but during the first couple of weeks he was quite a conversation piece.

Bill,

My cat used to try to get at my fish in the aquarium. He tipped it over one day so I punished him. I put him in an empty tank, and placed a few boards and bricks across to keep him in. I left him in there until he died, but he did a lot of damage by scratching the board before he croaked. I will never forgive him.

((Con'd next pg.))

CAT DISCIPLINE (Con'd)

It was fun watching him suffer, I got an idea. I recently found two more cats, and I put them in the tank like the first. After one week, when their tongues began to hang out, I removed them. I pulled out their front claws with a pair of pliers and I packed their huge ear cavities with food, packed in really tight. I put them back in the tank, I am having hours of fun watching them try to eat each other's ears. Sure beats the old TV.

Editor,

I have conclusive proof cats do not always land on their feet. After watching an educational film on the subject I conducted tests myself. All four legs were cut off the cat, and re-glued, in their exact respective positions on the cat's back. I dropped the cat, 10 times, every time he landed on his belly, proving once and for all -- cats do NOT always land on their feet. I have video-tapes of the testing if you wish to see them.

Sir,

After 5 years of meticulous cross breeding, I had created the unique red, white, and blue rose. My cat then went out and destroyed the rose bush it was growing on. I was enraged, and discipline was required. I cut off his front leg with a pair of hedge cutters, and I blinded him with a sewing needle. I now cut furrows in my garden by hanging a piece of meat off a fishing pole, dangling it in front of the cat's nose. He pushes himself along with his hind legs, digging in with his head. A punishment to fit the crime.

Bill,

I recently bought a cat, you know - for the kids. Knowing of their independent natures, I decided to establish myself as boss immediately. I doubled his tail into a loop, and I wired this loop shut, tight. I stuck one of the prongs from my rake through the loop, and I swung that cat around for about 10 minutes. I'm not sure what I accomplished, but I sure gave him something to think about.

Sir,

It is my misfortune to own a female cat, which recently went into heat. It laid on the carpet with its rear end in the air, meowing continually. I got damn tired of it. I took her to my workshop, and placed the rear end in a vice-grip. I tried to satisfy the lust by sticking pencils and straws in the orifice. I thought she was in kitty heaven, but one day she got out of the house, and came back pregnant.

I was furious, but there was nothing I could do to prevent the birthe. Once the little furry kittens emerged I took action.

All the new borns were placed in a green glad-bag, and taken to the workshop. I hit that bag for 10 minutes with a 20 lb. sledge, until all movement and meowing stopped. Mom was put in the bag for a couple of hours to prevent any repetition. I gave that bag to the kids for show and tell at school. I have it now, I've made lots of money taking it down to the local bars. I bet that on one can keep his hand inside for one minute, once they place their hand inside, I go, "Meow, meow!"

That concludes this issue's chapter of this horror story, it will be concluded next month.

((Unfortunately, I never got to see it. I'm not sure, but this might have been from Bill LaFosse's last issue of TT. This really cracked me up the first time I read it; hope you like it too! - RB))

"Having nothing, nothing can he lose."

HENRY VI, PART III, III, 111, 152.

WRAP-UP

Well, that's it, the end of the biggest eingle batch of all-reading stuff I've ever thrown out for the readership. I hope you enjoy thie issue. Please check out on this page and eee how your subscription is doing. I'm listing the laet issue of your sub on thie issue so you'll know. Please keep in mind this is the last issue you receive - don't expect me to carry folks for a long time. I appreciate your help very much!!!!!!

Please note the deadline for all games in the issue accompanying thie - try and get off an early "preliminary" eet to me ASAP. It's a good idea . . .
I guees I'd beet stop here and list the table of . . .

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* game in E?
*
* Ron
*
* * * * *

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